

M.Sc.

Michael Heiml



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Nationality

Austria

Place and Date of Birth

Vöcklabruck, 30.01.1982

Place of Residence

Hattenberg, Upper Austria

Kids

2 boys (* 2014, 2019)

Professional Experience

1.2019 - to date

Executive Producer

Polycular, Hallein · Creative Digital Solutions

- Game Concepts, Team Lead, Business Dev
- Edu Games, AR/VR Research Projects

1.2018 - 12.2018

1y

Team lead „Industry 4.0 Workplace“

FH OÖ, Steyr/Wels/Hagenberg · R&D

- Prototype development AR/VR assistance systems

12.2010 - 12.2017

7y

Team lead „App & Game Development“

ovos, Vienna · Digital educational solutions & Marketing

- Conception, project management, customer care
- Mobile apps, edu games, AR/VR, PR, research

12.2010 - 12.2018

8y

External lecturer „Digital Arts“

FH OÖ, Hagenberg · Education

9.2012 - 9.2016

4y

External lecturer „Game Development“

HTBLuVA Spengergasse, Vienna · Education

7.2010 - 9.2010

3m

Voluntary farmer

Lefkas, Greece · Agriculture

- 7.2009 - 4.2010
10m
Interaction & Game Designer
Coreplay, Munich · Entertainment
- 2.2009 - 6.2009
Seeking employment
- 10.2008 - 1.2009
4m
VR Lead developer
ARS Electronica futurelab, Linz · R&D
- 10.2007 - 9.2008
1y
Content & media designer
Bongfish, Graz · Entertainment
- 9.2006 - 3.2007
7m
Content & media designer
Avaloop, Vienna · Entertainment
- 5.2005 - 12.2007
2y 8m
Project lead Game Development
Blacksheep Software, Salzburg · Entertainment

Education

- 10.2015 - 9.2016
Didactics of Informatics
University Vienna · Extra-occupational courses
- 10.2003 - 4.2008
MultiMediaArt
FH Salzburg · M.Sc.
- 1.2006 - 8.2006
Communication & IT
ECU Perth Australia · Study abroad
- 10.2002 - 8.2003
Communication Science
University Salzburg
- 11.2001 - 8.2002
Military Service
Salzburg
- 10.1996 - 7.2001
Industrial Engineering & Management
HTL Vöcklabruck, Graduated with distinction

Technology

Project management, conception

Collaborative planning & controlling, agile management (SCRUM/Kanban), roadmap planning, requirement engineering, prioritisation & competitive analysis, pitches & concepts, customer relations, usage evaluation & tracking, creating grant proposals

Platforms

Android, iOS, WebGL, PC/Mac, PlayStation, Xbox

Environments, languages, SDKs

Unity, Arduino, C#, Xcode, Visual Studio, HoloLens, Leap Motion, Oculus, Vuforia, ARCore/ARKit, MQTT/IoT

Deployment & distribution, QA

Google/Apple channels, TeamCity, Hockey, Testflight

Business products

Google business software (e.g. Universal Analytics, Data Studio, Docs, Maps API, Tango), JIRA/Confluence, LiquidPlanner, Adobe Suite, Photoshop, AutoCAD/Maya, UXPin, balsamiq

Publications

2022

An Immersive Game Projection Setup for Studies on Collaboration with a Real Robot

Preprint, IRC 2022

2021

It's your turn! – A collaborative human-robot pick-and-place scenario in a virtual industrial setting

Conference Paper, HRI 2021

2021

CoBot Studio VR: A Virtual Reality Game Environment for Transdisciplinary Research on Interpretability and Trust in Human-Robot Collaboration

Conference Paper, HRI 2021

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Publications

- 2019 **Lost in Translation: Machine Translation and Text-To-Speech in Industry 4.0**
Conference Paper, 12th ACM International Conference
- 2019 **Multi-Modal Visualization of Working Instructions for Assembly Operations**
- 2016 **Bon Voyage - A persuasive multimodal CCG**
11th International Conference on Persuasive Tech
- 2014 **Game User Telemetry in Practice: A case study**
ACE'14 on Advances in Computer Entertainment Tech
- 2008 **Ludo, ergo sum**
Diploma thesis