

M.Sc.

Michael Heimpl



Phone
Email
Portfolio

+43 699 1150 7366
michael.heimpl@gmail.com
<http://www.michaelheimpl.net>

Nationality
Place and Date of Birth
Place of Residence
Kids

Austria
Vöcklabruck, 30.01.1982
Hattenberg, Upper Austria
2 boys (* 2014, 2019)

Professional Experience

1.2024 - to date

R&D Product Engineer "Immersive Spaces & Games"

Attraktion!, Marchtrenk · Media Based Attractions

- Design & Dev., tech. Coordination internal/external
- Controller/Firmwares, Hardware/3D Prototyping
- Spatial Installations, LiDAR & Visual Tracking

1.2019 - 10.2023

4y 10m

Executive Producer "EdTech Games & VR"

Polycular, Hallein · Digital EdTech Solutions

- Design & Dev., tech. Coordination, Customer Relation
- AR/VR Collaborative Robotics Research Project

1.2018 - 12.2018

1y

Researcher „AR/VR Industry 4.0 Workplace“

FH OÖ, Steyr/Wels/Hagenberg · Research Institute

- Prototyping HCI / Physical Computing, Firmwares

12.2010 - 12.2017

7y

Team Lead „EdTech Apps & Game Development“

ovos, Vienna · Digital EdTech Solutions

- Game Concepts, Team Lead/PM, Customer Relation
- Interface / UX Design, AR/VR Research Projects

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 ("WOOOF") Lefkas, Greece · Agriculture
7.2009 - 4.2010 10m	Interaction & Game Designer Coreplay, Munich · Video Games
10.2008 - 1.2009 4m	Developer Interactive Media Ars Electronica Futurelab, Linz · Artistic R&D Lab
10.2007 - 9.2008 1y	Content & Media Designer Bongfish, Graz · Video Games
9.2006 - 3.2007 7m	Content & Media Designer Avaloop, Vienna · Video Games
5.2005 - 12.2007 2y 8m	Project Lead Game Development Blacksheep Software, Salzburg · Video Games

Education

10.2015 - 9.2016	Didactics of Informatics University of Vienna · Extra-occupational courses
10.2003 - 4.2008	MultiMediaArt FH Salzburg · M.Sc. (Major Game Development)
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

Languages

German (native language), English (C1), Italian (A2)

<u>Technology</u>	Unity (C#), Arduino (C/C++), ARCore/ARKit (past:
Development	Unreal, Vuforia, Virtools), VR SDKs, DevTools (Visual Studio, Xcode, Docker, Git, TestFlight, TeamCity)
Software & Content Creation	JIRA/Confluence, AI tools (mostly Claude, OpenAI), Adobe Suite, UI/UX tools, Google Analytics
Platforms	Arduino, Raspberry, Android, iOS, PC/Mac, HTC, HoloLens, Oculus (past: Leap Motion, Xbox, Wii & DS)
<u>Publications</u>	
2023	An Immersive Game Projection Setup for Studies on Collaboration with a Real Robot Austrian Robotics Workshop, Linz 2023 (Co-Author)
2021	It's your turn! – A collaborative human-robot pick-and-place scenario in a virtual industrial setting Conference Paper, HRI 2021 (Co-Author)
2021	CoBot Studio VR: A Virtual Reality Game Environment for Transdisciplinary Research on Interpretability and Trust in Human-Robot Collaboration Conference Paper, HRI 2021 (Co-Author)
2019	Lost in Translation: Machine Translation and Text-To-Speech in Industry 4.0 Conference Paper, 12th ACM Int. Conf. (Co-Author)
2019	Multi-Modal Visualization of Working Instructions for Assembly Operations Int. Journal of Industrial & Manufacturing (Co-Author)
2016	Bon Voyage - A persuasive multimodal CCG 11th Int. Conf. on Persuasive Tech (Co-Author)
2014	Game User Telemetry in Practice: A case study ACE'14 on Advances in Com. Enter. Tech (Co-Author)
2008	Ludo, ergo sum Diploma thesis Immersion and Game Design (Author)