

Curriculum Vitae

Michael Rudolf Anton Nischt

Scientific Researcher and Ph.D. Student

PERSONAL INFORMATION



Name: Michael Rudolf Anton Nischt
Nationality: German
Resident of: Germany
Birth-date: March 07, 1980
Gender: Male
Marital Status: Single

CONTACT INFORMATION

Address: Dircksenstr. 44
10178 Berlin, DE
Phone: +49 30 22438897
Mobile: +49 176 66686617
E-Mail: michael.nischt@monoid.net

EDUCATION

M.Sc.: Computer Science & Multimedia, University of Augsburg, DE **10/2004 - 01/2007**

- Thesis: "An agent-based Architecture for Authoring interactive Scenarios with Virtual Humans" (written in german)
- Focus of Studies: Human Computer Interaction, Software Agents, Virtual Humans, ..

B.Sc.: Computer Science & Multimedia, University of Augsburg, DE **10/2000 - 01/2005**

- Thesis: "CPU vs. GPU: A Performance Comparison based on chosen Techniques used for Real-time Character Animation" (written in german)
- Focus of Studies: Computer Games, Real-time 3D Computer Graphics and Animation, Theoretical Computer Science, ..

EXPERIENCE

Scientific Researcher / Ph.D. Student, Berlin Institute of Technology, DE **05/2007 - Now**

- Research and Implementation of Image-based Recognition utilizing Feature Extraction and Classification Techniques.
- Research in Camera Network Synchronization and Calibration

Freelancer, Deutsche Telekom AG Laboratories, Berlin, DE **01/2007 - 04/2007**

- Software Library Design and Implementation: object labeling and tracking for a camera-projector based multi-touch displays
- Implementation of Touch-Manipulation Widgets for Multi-User Interaction and an Image-Browsing Demonstrator

Student Researcher / Tutor, University of Augsburg, DE**05/2001 - 10/2006**

- Tutor for the following courses: Computer Science II+III, Multimedia Basics, Computer Games
- Supervisor for the following practical courses: Computer Games, Virtual Humans, Affective Computing
- Research Projects: Real-time 3D Character Animation and Rendering, Plug-in Development for Autodesk's 3Dmax, Input/Gaming Devices like a Dance-Pads, Simulating Social Behaviors, ..
- Member of the European Network of Excellence 'Humaine'

International Internship, National Institute of Informatics, Tokyo, JP**01/2006 - 04/2006**

- Collaboration with professionals like a designer for 3D models, a story writer and other computer scientists
- Software Development: Export plug-in for Autodesk's Maya; a complete 3D animation and rendering system, capable dynamic body motion and lip synchronous speech, with Java and XML Interfaces

Internship, Infomatec AG (software development division), Augsburg, DE**07/2000 - 08/2000**

- Creation and Design of dynamic Intranet Sites and Templates

RESEARCH & TECHNICAL SKILLS**Computer Related Skills**

- Languages: Java, C/C++, C#, Haskell, XML(+XSD+XSLT), SQL, diverse scripting languages, ..
- Libraries: JSE, STL, .NET Framework, OpenGL, Direct3D, Java3D, ..
- Technologies: XHTML(+CSS), Unit-Testing, Subversion, UML, JavaServlets, JSP, PHP, ..
- Applications: Netbeans, Microsoft Visual Studio, Blender, Autodesk's 3Dmax and Maya, Gimp, Adobe's Photoshop and Flash, iWork, OpenOffice, Microsoft Office, ..
- Operation Systems: Linux, Apple's MacOS X, Windows 2000/XP

Other Skills and Qualities

- Languages: German (native), English (fluent), French (intermediate)
- Management Qualities (experience with running teams of sizes up to 30)

PUBLICATIONS**2006**

M. Nischt, H. Prendinger, E. André and M. Ishizuka. "MPML3D: a Reactive Framework for the Multimodal Presentation Markup Language". In Intelligent Virtual Agents: 6th International Working Conference, IVA 2006, 2006.

M. Nischt, H. Prendinger, E. André and M. Ishizuka. "Creating three-dimensional animated characters: An experience report and recommendations of good practice. Upgrade" - The European Journal for the Informatics Professional, 2006.

Michael Nischt and Elisabeth André, "Real-Time Character Animation on the GPU", ShaderX4: Advanced Rendering Techniques, Wolfgang Engel, 47-55, Charles River Media, 2006

2005

Matthias Rehm, Elisabeth André, and Michael Nischt, "Let's Come Together - Social Navigation Behaviors of Virtual and Real Humans", INTETAIN 2005, Mark Maybury et al., 122-131, Springer, Berlin, Heidelberg, 2005

AWARDS

Gathering of Animated Lifelike Agents 2006, Best Application & Viewers' Choice Awards

2006

REVIEWS

J. Allbeck and N. Badler. "*Toward Representing Agent Behaviors Modified by Personality and Emotion*", Workshop Embodied conversational agents - let's specify and evaluate them! at AAMAS 2002, Bologna, Italy.

2002

REFERENCES

Dr. Rahul Swaminathan, Deutsche Telekom AG Laboratories / Berlin Institute of Technology, DE
Phone: +49 171 7671145
E-Mail: rahul.swaminathan@telekom.de

Prof. Dr. Elisabeth André, Supervisor at University of Augsburg, DE
Phone: +49 821 598 - 2341
E-Mail: andre@informatik.uni-augsburg.de

Asc. Prof. Helmut Prendinger, Supervisor at the National Institute of Informatics, Tokyo, JP
Phone: +81 3 4212 - 2650
E-Mail: helmut@nii.ac.jp

OTHER ACTIVITIES & HOBBIES

Sports, Reading, Movies, Music, Games, ..

DECLARATION

I hereby declare that the above written particulars are true to the best of my knowledge and belief.