

# Curriculum Vitae

## Markus Lorenz Schilling

Sr. Freelance Interaction Designer, Design Instructor, and HCI Researcher  
Master of Arts, Bachelor of Arts

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### Education

Simon Fraser University, Vancouver, BC  
Master of Arts (M.A.) Interactive Arts and Technology; 4.0 GPA  
September 2012 - December 2016

University of Design, Schwäbisch Gmünd, Germany  
Bachelor of Arts (BA) Interaction Design; 4.0 GPA  
October 2008 - February 2012

Advanced Technical College Qualification, Waldshut-Tiengen, Germany  
Technical Diploma Information Technology  
October 2003 - June 2006

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### Awards & Honors

Winner, Innovationspreis 2013, Baden-Württemberg  
Project: "in my fridge"

Annual Multimedia Award 2013  
Project: "in my fridge"  
Presented in the Annual Multimedia yearbook 2013

Annual Multimedia Award 2013  
Project: "Prototyping Interfaces – Interactive Sketches with VVVV"  
Presented in the Annual Multimedia yearbook 2013

:output award  
Project: "Prototyping Interfaces – Interactive Sketches with VVVV"  
Presented in the :output yearbook 2012

1st Place, World Usability Day 2011, Mannheim  
Project: "in my fridge"  
November 10th, 2011

Winner, Übermorgenmacher 2012, Baden-Wuerttemberg  
Project: "in my fridge"

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### Work Experience

Self-employed, Germany  
Sr. Freelance Interaction Designer  
October 2020 - present

Educe Design & Innovation, Vancouver, BC  
Sr. Interaction Designer  
August 2017 - February 2020

Living Labs - Design for Startups, Vancouver, BC  
Project lead  
January 2020 - April 2020

Health Design Lab, Vancouver, BC  
Project lead  
August 2016 - April 2017

## **Work Experience**

*(continued)*

Intuity Media Lab GmbH, Stuttgart

Interaction Designer

March 2012 - August 2012

Intuity Media Lab GmbH, Stuttgart

Interaction Designer (Freelancer)

August 2011 - September 2011

MESO Digital Interiors, Frankfurt a.M.

Interaction Designer (Internship)

September 2010 - February 2011

University of Design, Schwäbisch Gmünd

Research assistant for the concept and design of an in-house information system

March 2010 - April 2010

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## **Teaching Experience**

Emily Carr University of Art and Design, Vancouver, BC

Sessional instructor teaching the 4th-year interaction design

elective "Emerging Technologies"

Spring 2020, Spring 2019, Spring 2017

Emily Carr University of Art and Design, Vancouver, BC

Sessional instructor teaching the 2nd-year interaction design

elective "UX Sketch, Prototype, Test"

Fall 2019, Fall 2018

Emily Carr University of Art and Design, Vancouver, BC

Sessional instructor with Sabrina Hauser, teaching the 2nd-year

core interaction design course

Spring 2017, Spring 2016

Simon Fraser University, Vancouver, BC

Teaching assistant under Gabriela Aceves-Sepulveda for

"IAT 100 - Digital Image Design"

Summer 2015

Simon Fraser University, Vancouver, BC

Teaching assistant under Mark Nazemi for

"IAT 267 - Introduction to Technological Systems"

Spring 2015

Simon Fraser University, Vancouver, BC

Instructor with Sabrina Hauser, leading a portfolio design workshop

Summer 2013

Simon Fraser University, Vancouver, BC

Teaching assistant under Ron Wakkary for

"IAT 338 - Interactive Objects and Environments"

Spring 2013

University of Design, Schwäbisch Gmünd

Instructor teaching WWW to fellow students during 6th and 7th semester

Fall 2011, Spring 2011

University of Design, Schwäbisch Gmünd

Instructor teaching Processing to fellow students

Fall 2009, Spring 2009, Fall 2008

## **Publications**

Heng, T. B., Berger, M., Beyzaei, N., Gupta, A., Shaw, C., Raber, C., ... Ipsioglu, O.

Sleep-Wake-Behaviour App: Towards developing a database for informing e-coaching solutions for neurodevelopmental disorders in children. In *Proceedings of the 12th EAI International Conference on Pervasive Computing Technologies for Healthcare - PervasiveHealth '18* (pp.371–377). New York, NY, USA: ACM Press.

Schilling, M. L., Wakkary, R., & Odom, W.

Focus Framework: Tracking Prototypes' Back-Talk. In *Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction*. Stockholm, Sweden: ACM Press.

Hauser, S., Wakkary, R., Odom, W., Desjardins, A., Lin, H., Dalton, M., ... de Boer, G.

Deployments of the table-non-table: A Reflection on the Relation Between Theory and Things in the Practice of Design Research. In *Proceedings of the conference on Human Factors in Computing Systems (CHI '18)*. ACM Press.

Desjardins, A., Wakkary, R., Odom, W., Lin, H., and Schilling, M.

Exploring DIY tutorials as a way to disseminate research through design. *Interactions Magazine*, ACM Press.

Schilling, M. L. (2016, December 15).

Focal Point: Analyzing the Shift Of Focus When Prototyping (Master of Arts). *Simon Fraser University*.

Wakkary, R., Lorenz Schilling, M., Dalton, M., Hauser, S., Desjardins, A., Zhang, X., And Lin, H. (2015).

Tutorial Authorship and Hybrid Designers: The Joy (and Frustration) of DIY Tutorials (pp. 609–618). ACM Press.

Barth, J., Lukas, M., Grasy, R., Leinberger, J., and Schilling, M.L. (2013).

Prototyping Interfaces: Interaktives Skizzieren mit VVVV (engl. Prototyping Interfaces: Interactive Skteching with VVVV). Verlag Hermann Schmidt Mainz.

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## **Conferences & Exhibitions**

Design Chair

CHI 2016, San Jose, CA

May 2016

Media/Communication Chair

DIS 2014, Vancouver, BC

June 2014

Exhibition of BA Thesis “Prototyping Interfaces”

See Conference #7, Wiesbaden

April 2012

Exhibition of BA Thesis “Prototyping Interfaces”

Leipzig Book Fair, Leipzig

March 2012

Exhibition of student project “in my fridge”

World Usability Day, Mannheim

November 2012

Assistance

node10 - Forum for Digital Arts, Frankfurt

November 2010

## **Other Qualifications**

### **Languages**

German (native)

English (full professional proficiency)

French (elementary proficiency)

### **Practical skills**

PC, Macintosh, Sketch App, Affinity (Designer, Photo, Publisher), Adobe Creative Suite (AE, Ai, Br, Dw, Fl, Fw, ID, Ps), Figma, Invision, Zeplin, Processing, VVVV, Arduino, Raspberry Pi, SQL, HTML 5, CSS 3, WordPress, Grav, MS Office, JavaScript, React.js, p5.js, jQuery, Cinema 4D, Open Office, Blender, Camtasia

### **Professional knowledge**

Interaction Design, User Experience, User Interface Design, Human Computer Interaction, Project Leadership, Project Planning, Rapid Prototyping, Digital Fabrication, Wire Framing, Information Architecture, Usability, User-centered Design, Photography, Electronics, Design Research, Qualitative Research, Research through Design, Teaching, Web Design, Visual Design, Graphic Design, Corporate Identity, Corporate Design, Theory of Design

### **Personal interests**

Design, Research, Teaching, Technology, Sustainability, Climbing/Bouldering, Skiing, Running, Hiking, Camping, DIY, Photography, Music, Reading, Video Games

### **Social commitments / Affiliations**

- Sessional instructor at Emily Carr University of Art and Design
- Active member of the Ecologist Society for Conservation
- Former teaching assistant at Simon Fraser University
- Former VVVV and Processing instructor at University of Design
- Former member of the editorial staff of "FORMAT", University of Design (HfG) Schwäbisch Gmünd's official magazine
- Former member of the General Students' Committee at University of Design (HfG) Schwäbisch Gmünd
- Passive member of the soccer club "FC Eintracht Stetten"