

# Nico Feld

MIXED REALITY DEVELOPER · RESEARCHER · PH.D. CANDIDATE

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## Professional Summary

Experienced Mixed Reality Developer and Researcher with a strong background in Human-Computer Interaction (HCI). Expert in C# and Unity, with hands-on experience developing XR applications for various hardware platforms, including Varjo, HoloLens, and Meta Quest. Proficient in AI development, with a proven ability to design and implement innovative solutions for digital twin simulations, cross-reality experiences, and generative AI projects.

## Technical Skills

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| <b>Programming Languages</b>  | C#, Python, Java, Javascript, HTML/CSS                                       |
| <b>Software &amp; Engines</b> | Unity, OpenCV, Vuforia, SPSS, R, JetBrains IDEs                              |
| <b>Hardware &amp; SDKs</b>    | Varjo, Meta Quest, HoloLens, HTC Vive, Azure Kinect                          |
| <b>Operating Systems</b>      | Windows, Linux, Android  |
| <b>Core Competencies</b>      | Software Development, User Study Design, Statistical Analysis, Generative AI |

## Work Experience

### University of Trier

SCIENTIFIC RESEARCHER

*Trier, Germany*

*Jan 2019 - Present*

- Led and executed DFG-funded research projects focused on HCI and Mixed Reality.
- Designed and developed AR-assisted tools for Digital Twin debugging, aiming to improve user efficiency and experience when working with Digital Twins.
- Developed a persuasive system for office work, managing the full development lifecycle from concept to implementation and evaluation.
- Conducted data curation of software projects in neuroscience as part of the EU-funded *Human Brain Project* (HBP).
- Authored and contributed to multiple high-impact publications, including a journal paper in *IEEE TVCG*.
- Multiple presentations at various international conferences.

### Bejoynt

APPLICATION DEVELOPER VR/AR

*Koblenz, Germany*

*Dec 2018 - Mar 2020*

- Developed and prototyped VR/AR applications using the Unity engine.
- Collaborated with a small team to create engaging and functional immersive experiences.

### Etis GMBH

WEB DEVELOPER

*Trier, Germany*

*Sep 2018 - Nov 2018*

- Development of a CRM system for medical institutions
- Performed Database Migrations for Clients
- Personal contact with clients to identify key requirements

### University of Trier

STUDENT EMPLOYEE

*Trier, Germany*

*Jan 2018 - Sep 2018*

- Administered multiple Linux servers and implemented a reliable backup system for the Digital Bibliography & Library Project (DBLP).
- Tutored students in programming and databases for the Department of Computational Linguistics & Digital Humanities.

# Education

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|---|--|
| <b>Ph.D. Candidate in Computer Science (Dr. rer. nat.)</b><br>UNIVERSITY OF TRIER   | <i>Trier, Germany</i><br><i>Jan 2021 - Oct 2025 (est.)</i> |
| <ul style="list-style-type: none"><li>• Specialization in Human Computer Interaction, with a focus on Cross Reality to combine virtual and real worlds.</li><li>• Thesis: "Towards Seamless Integration: Exploring Cross-Reality for Extending Physical Office Workspaces."</li></ul> |  |
| <b>Master of Science (M.Sc.)</b><br>UNIVERSITY OF TRIER   | <i>Trier, Germany</i><br><i>Oct 2017 - Jul 2020</i>        |
| <ul style="list-style-type: none"><li>• Thesis: "Augmented reality-based collaborative guidance for full-immersive virtual museums."</li></ul>  |  |
| <b>Bachelor of Science (B.Sc.)</b><br>UNIVERSITY OF TRIER   | <i>Trier, Germany</i><br><i>Apr 2014 - Mar 2018</i>        |
| <ul style="list-style-type: none"><li>• Thesis: "Multi-aspects and immersion in virtual reality application."</li></ul>   |  |

# Selected Publications, Talks & Awards

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| <b>Best Demo Award on the IEEE VR Conference</b>   |   |                      |
| 2024   | Navigating Realities: Assessing Cross-Reality Transitions Through a Spatial Memory Game in VR and AR Environments | <i>Orlando, USA</i>  |
| <b>Journal Publication in IEEE TVCG</b>  |   |                      |
| 2024   | Simple and Efficient: Evaluation of Transitions for Task-Driven Cross-Reality Experiences                         |                      |
| <b>Book Chapter: The Use of Augmented Reality for Temporal Coordination in Everyday Work Context</b>           |   |                      |
| 2024   | Everyday Virtual and Augmented Reality  |                      |
| <b>Invited Talk: Simple and Efficient: Evaluation of Transitions for Task-Driven Cross-Reality Experiences</b> |   |                      |
| 2024   | IEEE VR - 1st Workshop on Locomotion and Wayfinding in XR   | <i>Orlando, USA</i>  |
| <b>Invited Talk: Design and Implementation of User Studies in Virtual Reality</b>                              |   |                      |
| 2023   | University of South Carolina  | <i>Columbia, USA</i> |

# Community Involvement

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|---|---|
| <b>Reviewer</b><br>FRONTIERS   IEEE VR   ISMAR   VRST   CHI   MENSCH UND COMPUTER   | <i>2023 - 2025</i>                          |
| <b>Conference Committee Member</b><br>IEEVR'25: POSTER PROGRA COMITTEE   VRST'24: ACCESSIBILITY CHAIR   COLLABTECH'21: TECHNICAL ASSISTANT<br>  GI VR/AR WORKSHOP'20: TECHNICAL ASSISTANT | <i>2020 - 2025</i>                          |
| <b>Conference Organizer</b><br>1 & 2. TRIER TECH TALK CONFERENCE  | <i>Trier, Germany</i><br><i>2017 - 2018</i> |