

# Luke Haliburton

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I am an HCI & UX Researcher and entrepreneur. I have demonstrated excellent research and management skills in industry (2yrs) and academia (5+yrs). I conduct mixed-methods studies and build prototypes to investigate questions on wellbeing technologies, knowledge management, LLM interactions, social media, and AI bias.

## WORK EXPERIENCE

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### LMU Munich, Media Informatics Group

**09.2019 – Present**

*HCI Researcher*

*Munich, Germany*

- Conduct literature research, identify research questions, and design user studies
- Conduct field- and lab-based user studies, analyze quantitative and qualitative data
- Publish award-winning research papers and present at international venues to diverse audiences
- Lead multi-national research projects in teams of 3 to 9 people
- Teach Masters courses (e.g., Intelligent UIs) and supervise 30+ theses/project students

### Mindpalace

**01.2021 – 06.2022**

*Co-Founder & CTO*

*Munich, Germany*

- Conducted qualitative (e.g. interviews) and quantitative (e.g. A/B testing) user research
- Created strategic product designs and developed (full-stack) iOS, Android, & Web apps
- Developed business plans, pitched the company, procured funding, and led the technical team

### Axem Neurotechnology

**09.2017 – 04.2019**

*Mechanical Engineering Lead*

*Halifax, Canada*

- Designed and developed mechanical aspects of a medical device for stroke rehabilitation
- Coordinated with electrical and software teams and international manufacturers
- **Patent:** Apparatus and Method for Monitoring Brain Activity (US20210228118A1 / WO2020006647A1)

### University of British Columbia, Surgical Technologies Lab

**09.2015 – 08.2017**

*Biomedical Engineering Researcher*

*Vancouver, Canada*

- Investigated using computer vision as a means for C-arm fluoroscopy tracking
- Designed & implemented custom hardware & software prototypes to track C-arm movements
- Conducted quantitative tests to evaluate performance and iteratively update the design

## EDUCATION

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### Ludwig Maximilians University (LMU)

**09.2019 – 07.2024**

*PhD in Human-Computer Interaction*

*Munich, Germany*

- **GPA: 4.0/4.0**, Summa cum laude (0,7 German scale)
- Focus: HCI, UX research, UX design, field studies, mixed-methods evaluations, prototyping

### University of British Columbia (UBC)

**09.2015 – 08.2017**

*MASc in Biomedical Engineering*

*Vancouver, Canada*

- **GPA: 3.94/4.0**
- Focus: Computer vision, computer-assisted surgery, medical devices, prototyping.

### Dalhousie University

**09.2012 – 05.2015**

*BEng in Mechanical Engineering*

*Halifax, Canada*

- **GPA: 4.11/4.3**, Sexton Scholar

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## VOLUNTEER WORK

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### LMU Innovation & Entrepreneurship Centre

**01.2024 – Present**

*Startup Coach*

*Munich, Germany*

- Create lesson plans and develop content on user product fit, prototyping, and user research
- Host interactive workshops with startup teams and provide feedback

### Munich Center for Machine Learning (MCML)

**11.2023 – Present**

*Entrepreneurship Coordinator*

*Munich, Germany*

- Organize and host weekend bootcamps where AI researchers tackle entrepreneurship problems
- Coordinate stakeholders, venues, & content

### MobileHCI Conference

**11.2023 – 10.2024**

*Demo Chair & Organization Committee*

*Melbourne, Australia*

- Plan and execute the demos track, recruit submissions, curate accepted entries
- Coordinate with the conference organizing team in advance and during the conference

### Hybrid Human AI Conference

**04.2023 – 07. 2023**

*Student Volunteer Chair & Organization Committee*

*Munich, Germany*

- Recruited, hired, and managed 12 volunteers
- Planned all volunteering tasks (~150 attendees)

### Centre for Hip Health & Mobility

**09.2016 – 08.2017**

*Graduate Student President*

*Munich, Germany*

- Organized academic and social events for a multidisciplinary facility of ~100 graduate students.
- Chaired committee meetings and acted as a liaison for students at the Centre

## SKILLS, AWARDS, & INTERESTS

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**Research Methods:** User studies, lab studies, field studies, quantitative methods, qualitative methods, prototyping, logs analysis, focus groups, interviews, thematic analysis, inductive open coding, experience sampling, usability studies, A/B testing

**Data Analysis:** R, Python, TensorFlow, Keras, SciKit, NLTK, Inferential & Descriptive statistics, ANOVA, Bayesian methods, time-series data

**Software & Hardware:** Python, JavaScript, C/C++, HTML, CSS, Java, React, Node.js, React Native, AI, OpenCV, Google Analytics, MySQL, AWS, REST API, Processing, 3D Design, 3D CAD, 3D printing, Micropython, Arduino, Digital I/Os

**Languages:** English (Native), German (Basic A2)

**Awards:** CHI Best Paper Award, MUM Best Paper Award, SIGCHI Development Award, Engineers in Scrubs Award, NSERC Undergraduate Student Research Award, Numerous Academic Scholarships (>\$70,000)

**Interests:** Freeride & Backcountry Skiing, Hiking, Rock climbing, Hockey, Reading, Adventure Travelling