



Dr. Michael Bonfert

Driven by a passion for innovative
and user-centric technology

Interaction Design · UX
Virtual Reality · Mixed Reality · XR
Agile Software Development
Conversational Interfaces · AI

Languages

- German (native)
- English (full professional proficiency with years of everyday practice)
- French (elementary proficiency)

UX Research Skills

- Human-centered, empirical user research: Conceptualization, study design, prototyping, literature research, and academic writing
- Various quantitative and qualitative methods of usability and user experience (UX) evaluation
- Statistical data analysis and visualization with SPSS and JASP
- Qualitative content analysis with Atlas.ti and MAXQDA

Experience

11/2022 – 04/2024 **Researcher**

University of Bremen, Digital Media Lab

- Federally funded research project *hyBit* on a climate-friendly hydrogen transformation
- Conceptualization and evaluation of a decision platform's interaction design: multimodal UX with tangibles, touch and VR for complex data
- Requirements analysis, stakeholder interviews, development of interaction concepts, iterative user-centered design, and user studies

12/2018 – 10/2022 **Stipendiary of the Klaus Tschira Foundation**

- Graduate College *Empowering Digital Media*
- Full member of the Digital Media Lab
- Mentoring 8 students in their final thesis
- Teaching, grant proposals and media outreach
- Providing 42 peer reviews and 31 presentations
- Responsible for the lab's team-building activities

Academic Education

12/2018 – 04/2024 **Doctorate** (Dr.-Ing., *magna cum laude*)

University of Bremen

- Autonomous research agenda producing 18 peer-reviewed, high-ranking UX publications
 - Empirical, theoretical and methodological research on human-computer interaction in VR
- Dissertation: *Unraveling the Fidelity of Virtual Reality Interactions: Effects of Realism in Object Manipulation and Embodiment*

10/2015 – 10/2018 **Digital Media, M.Sc.** (1.0 on a 1–5 scale)

University of Bremen

- Interdisciplinary program in English
 - In cooperation with the University of the Arts
 - Best possible final grade
- Thesis: *Grip Firmness in Virtual Reality: Empirical Studies on Variable Grip for Handling Virtual Objects*

10/2011 – 09/2014 **Media and Communication, B.A.** (1.5)

University of Augsburg

Thesis: *The Route to the Lecture: Usability Study on the Indoor Navigation of the CampusApp Augsburg*

Internships

06/2015 – 08/2015 **Boxcryptor**, encryption software startup

Optimizing web presence and social media, Augsburg, Germany

10/2013 – 02/2014 **Event Horizon**, event management agency

Executive Assistant at the *Polo Open 2014*, Auckland, New Zealand

Technical Skills

- Agile software development: C#, Git, Scrum, Unity, SteamVR, Jira, ...
- Profound IT skills: LaTeX, MS Office, Confluence, Zotero, ...
- Design/Media skills: Adobe Photoshop/Illustrator, Canva, Figma, ...
- Artificial intelligence: concepts, capabilities, limitations and trends
- Quick adaptation to new technologies and tools

 Further details and documents
are linked throughout the PDF

Rhetorical Skills

- Trained and experienced in presenting and public speaking
- Workshops on public relations and science communication
- Communication in cross-functional, diverse teams
- Interviews and portraits on radio, TV and in print

Associations

- Since 2022** **German Informatics Society Member**
- Since 2020** **Association for Computing Machinery Member**
- 2013 – 2021** **Participant and Speaker at the MinD Academy**
by the non-profit *Mensa University Network*

Voluntary Commitment

- Since 2010** **Supervisor, Team Leader, and Organizer at the Mensa Kids & Juniors Camps**
- Week-long camps for gifted children and teenagers by the non-profit *Mensa in Germany Foundation*
 - Serving at 19 camps + 5 virtual camps during Covid
 - Team lead and main organizer at 13 of the camps
- 2017 – 2023** **Head Officer of the Kiju Camps department and member of the Mensa Executive Team**
- Coordinating all activities for 10+ camps a year each with 30 – 120 participants
 - Building a 10-person core organizational team and continuously motivating over 100 volunteers
 - €100,000+ budget responsibility
 - Advancements in training programs, mentoring, child protection, manuals and documentation, public relations, branding, graphic design and administration
- 2015 – 2024** **Actor, Coach, and Course Instructor**
for improvisational theater at AMS!-Theater Bremen
- 2011 – 2013** **Student initiative CampusApp Augsburg**
Initiator and team lead for the development of a smartphone app with 10.000+ installations assuming technical, functional and personnel responsibility
- 2006 – 2011** **Music school student magazine Sauwalzer**
Founder, editor-in-chief, team lead, author, layout artist

Selected Publications

- The Interaction Fidelity Model: A Taxonomy to Communicate the Different Aspects of Fidelity in Virtual Reality. *Intern. Journal of HCI, T&F, 2024.*
- Seeing the Faces is so Important – Experiences From Online Team Meetings on Commercial VR Platforms. *Frontiers in VR, 2023.*
- Challenges of Controlling the Rotation of Virtual Objects with Variable Grip Using Force-Feedback Gloves. *Frontiers in VR, 2023.*
- Haptic Fidelity Framework: Defining the Factors of Realistic Haptic Feedback for Virtual Reality. *ACM CHI, 2022.*
- Further works on multi-agent systems, interaction techniques, politeness towards digital assistants, in-VR questionnaires, embodiment and more
- 438 citations, h-index: 11** (March 4, 2025, Google Scholar)

Awards

- **University Award for Student Engagement** (Augsburg, 2014)
- **Germany Scholarship** (2014)
- **Bronze Nail**
Art Directors Club Junior Award 2017
- **Best Poster Award** (ACM VRST'17)
- **University Prize** for interdisciplinary cooperation (HfK Bremen, 2017)
- **Young Researcher at the Heidelberg Laureate Forum** (2020 – 2023, 2025)

Personal Interests

Piano

CD releases and teaching experience

Sports

Bouldering, yoga, scuba diving, and hiking

Experimental cooking, riddles and typography

References

Prof. Dr. Rainer Malaka

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Mel Jäger

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