

Robert Scheibe

Diplom Mediensystemwissenschaftler

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I studied media systems at the Bauhaus-University Weimar from Oct. 2000 to May 2006. My main focus is on virtual reality. I am especially interested in the design of human computer interface solutions.

For my diploma thesis I developed a tactile feedback mechanism for the A.R.T. fingertracking glove using shape memory alloys. Despite the low bandwidth of shape memory alloys, I found a solution how to use them in immersive CAVE-like environments.

Working Experience

09/01/2005 - 04/30/2006

diploma thesis, Volkswagen AG,
"Haptical Feedback in Immersive Environments"

06/2005 - 09/2005

tutor for lecture "Web Technology", Prof. Dr. Stein,
Bauhaus-University Weimar

03/12/2005 - 03/16/2005

presentation of "Haptical Feedback through Weight Shifting" at [VR2005](#)

08/2004 - 03/2005

member of [neudeli](#), a network for business founders, development of gsm based applications

06/2004 - 06/2005

administration of two e-learning platforms,
Otto-Benecke-Foundation (Bauhaus-University Weimar, Germany) and
AsiaLink (Asian Institute of Technology, Thailand)

2002 - 2004

employed at Dynardo GmbH as C++ developer, development of a GUI based workflow concept for TopoSLang, a topology optimization program

10/01/2000 - 06/30/2006

study of [Media Systems](#) at the [Bauhaus-University Weimar](#),
diploma degree

09/01/1999 - 08/01/2000

civilian service in Zwickau, support of homeless people

07/09/1999

A-levels (school examination at German grammar school qualifying
for university admission), Zwickau

1997

four week exchange program in Rockwall, Texas and New York

1996

four week language course in Eastbourne, UK

07/11/1980

born in Schlema, Germany

publications

- Grundhöfer, A., Brombach, B., Scheibe, R., Fröhlich, B.
[Level of Detail Based Occlusion Culling for Dynamic Scenes](#)
In Proceedings of Graphite 2005 - 3rd International Conference on Computer Graphics and Interactive Techniques in Australia and Southeast Asia, pp. 37-45, November 2005
- Scheibe, R., Schneider, H., Hochstrate, J., Fröhlich, B.
[Haptic Feedback Through Weight Shifting](#)
IEEE VR Workshop: New Directions in 3D User Interfaces, Bonn, March 2005

programming skills

- C/C++ (embedded devices)
- Python (pyqt, pyOpenSG, pyVTK)
- Scheme
- [Avango](#), [VD2](#)
- xhtml, css, flash

language skills

german - native
english - fluent