



Dr. Michael Bonfert

**Driven by a passion for innovative
and user-centric technology**


User Experience · Human-Centric Design
Artificial Intelligence · Voice Interfaces
Virtual Reality · Mixed Reality · XR
Strategic Product Design

Languages

- German (C2, native proficiency)
- English (C1, full professional proficiency with extensive practical experience)
- French (A2, basic proficiency)

UX Skills

- Human-centered user research: Product discovery, study design, data collection, analysis, and insight synthesis
- Field/lab/remote studies combining objective and subjective success metrics
- **Quantitative methods:** Questionnaires, A/B testing, psychophysical methods, usability benchmarking, product analytics; Statistical analysis and visualization
- **Qualitative methods:** Interviews, expert workshops, longitudinal diary studies, storyboards, think-aloud usability tests; Thematic analysis and inductive coding

 Further details and documents are linked throughout the PDF

Professional Experience

UX & AI Consultant

Freelance

since 10/2024

Remote and Munich, Germany

- Supported software teams and leadership (startups to mid-sized businesses) in UX, product strategy, and developer onboarding for B2B AI products, mobile and web apps, AI-driven tools, and prototypes
- Conducted UX reviews and product discovery; identified friction points and delivered actionable usability fixes; translated analyses into feature roadmaps and documentation improvements

UX Researcher and Designer

University of Bremen, Digital Media Lab

11/2022 – 04/2024

Bremen, Germany

- Conceptualized and evaluated multimodal experiences with a transformation platform using tangible, touch, and immersive interfaces
- Analyzed user requirements, conducted design-thinking workshops and user studies, developed interaction concepts and prototypes iteratively
- Collaborated with interdisciplinary teams and diverse stakeholders

Project Lead and UX Researcher

University of Bremen, Digital Media Lab

12/2018 – 10/2022

Bremen, Germany

- Lead or key contributor in 10+ UX research projects
- Study design and data collection, analysis, and visualization in quantitative (n = 294) and qualitative (n = 145) user studies
- Development and prototyping of XR experiences, voice interfaces, interaction techniques, test environments, and proofs of concept
- Guided 8 bachelor's and master's students through their final theses
- Effectively communicated complex concepts to novices and experts

Media Designer

Boxcryptor (software startup)

06/2015 – 08/2015

Augsburg, Germany

- Internship: Devised and created media content and graphic designs; Market analysis, public relations, and web presence optimization

Executive Assistant

Event Horizon (event agency)

10/2013 – 02/2014

Auckland, New Zealand

- Internship: Sponsors and media relations, team coordination, on-site operations, and creation of online and print media content

Academic Education

Ph.D. in Engineering (Dr.-Ing., magna cum laude)

University of Bremen

12/2018 – 04/2024

- Collaborative research agenda with 18 high-ranking UX publications
- Empirical, theoretical, and methodological research on Human-Computer Interaction in VR, conversational interfaces, and AI

Dissertation: *Unraveling the Fidelity of Virtual Reality Interactions: Effects of Realism in Object Manipulation and Embodiment*

Digital Media, M.Sc. (Grade: 1.0 on a 1–5 scale)

University of Bremen & University of the Arts Bremen

10/2015 – 10/2018

Master's Thesis: *Grip Firmness in Virtual Reality: Empirical Studies on Variable Grip for Handling Virtual Objects*

Media and Communication, B.A. (1.5)

University of Augsburg

10/2011 – 09/2014

Bachelor's Thesis: *The Path to the Lecture: Usability Study on the Room Navigation within the CampusApp Augsburg*

Technical Skills

- Agile software development: C#, C, Git workflow/clients, Scrum, Kanban, ...
- XR prototyping: Unity, SteamVR/OpenXR, interaction frameworks, avatars, 3D UI, physics simulations, AR integration, hardware/sensor APIs, ...
- Proficient in AI concepts and ML algorithms, integrating generative AI and LLMs into workflows, ensuring a user-centered and ethical AI experience
- Design/Multimedia: Adobe Creative Cloud (Ps, Ai, Pr, Lr, Au), Figma, Canva ...
- Collaboration and project management: Jira, Confluence, LaTeX, Office, ...
- Data analysis and visualization: SPSS, JASP, MAXQDA, Atlas.ti, ...

Communication Skills

- Participated in and conducted workshops on presenting and voice training, 10 years of experience in public speaking and moderation
- Worked in interdisciplinary, cross-functional teams in different roles
- Trained in PR, science communication, and crisis communication
- Interviews and profiles on radio, TV, online, and print media

Volunteer Work Experience

Youth Counselor, Team Leader, and Organizer since 2010
Mensa Kids & Juniors Camps by the MinD Foundation

- Week-long educational camps for gifted children and adolescents
- Instructor and project lead at 19 onsite and 5 virtual camps
- Team and camp leadership for 13 camps

Head Officer of KiJu Camps and Executive Team member 2017 – 2023
Mensa Germany

- Coordinated 10+ annual camps with 30 – 120 participants each
- Established and led a core organizing team and motivated 100+ volunteers
- Acquired and managed a budget exceeding €100k
- Advanced binding guidelines, processes, training courses, child protection, documentation, branding, internal and external communications
- Crisis management during the COVID pandemic: realized the rapid transition to virtual formats and their technical implementation

Actor, Coach, and Instructor for improvisational theater 2015 – 2025
AMS!-Theater Bremen and freelance

Initiator and Team Lead 2011 – 2013
Student initiative *CampusApp* at the University of Augsburg

- Development of a smartphone app with 10,000+ installations
- Strategic, conceptual, and personnel responsibility

Founder, Chief Editor, Author, and Layout Designer 2006 – 2011
Student magazine *Sauwalzer* at Music School Pliezhausen

Selected Publications

The Interaction Fidelity Model: A Taxonomy to Communicate the Different Aspects of Fidelity in Virtual Reality. *International Journal of HCI, T&F, 2024.*

Seeing the Faces is so Important – Experiences from Online Team Meetings on Commercial VR Platforms. *Frontiers in Virtual Reality, 2023.*

Challenges of Controlling the Rotation of Virtual Objects with Variable Grip Using Force-Feedback Gloves. *Frontiers in Virtual Reality, 2023.*

15 further papers on interaction techniques, embodiment, voice interaction, etc.

634 citations, h-index: 13 (as of February 17, 2026, Google Scholar)

Honors and Awards

- **Heidelberg Laureate Forum**
Young Researcher (2020 – 2023)
and Master of Ceremonies (2025)
- **Ph.D. Scholarship**
Klaus Tschira Foundation (2018 – 2022)
- **University Prize** for Interdisciplinary Cooperation (HfK Bremen, 2017)
- **Best Poster Award** at ACM VRST'17
- **University Award** for Student Engagement (Augsburg, 2014)

Professional Memberships

Association for Computing Machinery & SIGCHI since 2020
Gesellschaft für Informatik since 2022
Participant and Speaker at the MinD Academy since 2013
by the Mensa University Network

Personal Interests

Piano
CD releases and teaching

Sports
Bouldering, yoga, diving, hiking

Experimental cooking, puzzles and typography

References

Prof. Dr. Rainer Malaka
Ph.D. supervisor and Director of the Digital Media Lab, University of Bremen
malaka at tzi.de

Prof. Dr. Gabriele Baudson
Vice Chairwoman of the Board
Mensa Germany (MinD e.V.)
tanja.baudson at mensa.de

mail at michael-bonfert.de
81379 Munich, Germany

Portfolio and more about me:
www.michael-bonfert.de