

Wolfgang Maehr Curriculum Vitae

MSc., Dipl.Ing.(FH)

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Good design

*adds value to a solution by
making people understand “what”
enjoy “how” and care for “why”*

Worthwhile design

also improves this world

Born July 25, 1982 in Feldkirch, Austria
Austrian

Work Experience **Co-Founder and Interaction Designer**

Sep 2010 – current

at **Extra Thought Design Consultancy** in Singapore, SG.

Followed an old urge to try starting my own design studio focussing on the whole UX process spanning user research, conceptualisation, prototyping, interaction design and user testing for mobile (iOS) applications and web apps.

Interaction Designer and Project Manager

Aug 2006 – Mar 2010

at **Opera Software** in Oslo, NO and Chandigarh, IN.

Researched on the user experience of web sites on mobile devices and presented the solutions internally and externally. Concept development and product definition, design, UX reviews and user tests of the interaction and user experience for a variety of Opera's client- and server-side products on mobile devices, desktop and TV set-top boxes. Acted as project manager and interaction designer for the Indian development team of 11 employees. Grew this team, improved the quality of products and ensured deliveries on time.



Designed and delivered the user experience for over **20 widgets** for mobile, desktop and TV. Lead the development of over a dozen of these widgets as project manager, some with around **half a million downloads**.



Worked on user research, product definition, specification and interaction design for **Opera Dragonfly** and other development tools. Dragonfly has over **100 000 daily users**. The other tools are used Opera's partner companies.

Other Work Experience

Software Developer Intern at **IBM Research** in Zurich, CH. Jul 2004 – Jan 2005

Developed an automated reporting tool to visualise data straight from a database.

Web Developer Intern at **Actinium Software** in Lindau, DE. Jul 2003 – Sep 2003

Company-wide installation of a VoIP system and web site development for customers.

Scientific Assistant at **UCT, FH Vorarlberg** in Dornbirn, AT. Jan 2003 – Jul 2003

Software development and other supportive work.

Completed mandatory army service at 2. BVS St.Johann i. Tirol, AT. Jul 2000 – Mar 2001

Personality **Team player:** Solutions by contributing, reflecting and integrating ideas.

Ambitious: Own drive to work independently on challenges.

Curious: Critical to known paths, open to new routes.

Positive: Open-minded and optimistic outlook on things.

Self-confident: Awareness of strengths and weaknesses.

Languages: German (native), English (fluent), Swedish/Norwegian (fluent), Finnish (fluent speaking, basic writing), French (intermediate), Spanish (intermediate).

Interests: Ultimate frisbee, mountain biking, running, photography, books, languages, traveling, meeting people, cooking, technology and society.

Higher Education **Human-Computer Interaction and Interaction Design** Aug 2005 – Apr 2007
Master of Science at Chalmers (IT University), SE.

Thesis: User Experience of Mobile Web Browsing

Courses and projects on principles of user interface design, design methodology, user centred design and user research. Learned how to craft good user experience.

Information and Communication Engineering Oct 2001 – Sep 2005
Diplom-Ingenieur (FH) at FH Vorarlberg, AT and Linköping University, SE.

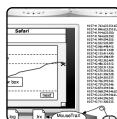
Thesis: Emotion Estimation via Mouse Motions

Courses and projects on advanced programming, software development, system architecture, leadership and business processes. Learned how to build (software) systems.

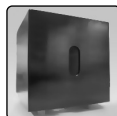
Project Portfolio



User Experience of Mobile Web Browsing: Proposals for page interaction to address the problems of limited orientation, on-page navigation and various styles of interaction on mobiles. **Presentation at MobileHCI '07.**



eMotion: Invention, design, development and scientific testing of a novel way to estimate emotions by using mouse motions. The results showed that varying arousal levels can be measured. **Presentation at NordiCHI '06.**



BoxVox: Team project to create a new musical instrument with musical expression beyond traditional instruments. Responsibility for project planning and integration as well as design and development of the instrument body.



Boink: Team project to create five interactive balls motivating children to spend more time to play freely and creatively. Responsibility of team leadership, concept development, technical guidance and development support.

- Publications**
- W. Maehr (2008): *eMotion - Estimation of User's Emotional State by Mouse Motions*. VDM Verlag, Saarbrücken 2008. ISBN: 978-3639106688
 - W. Maehr, Y. Otero, L.E. Bolstad, M.Fjeld (2007): *Mobile Internet User Experience*. MobileHCI, Singapore 2007.
 - Y. Otero, W. Maehr, M. Herrera, M.I. Castillo (2007): *Mobile Internet User Experience in Latin America*. MobileHCI, Singapore 2007.
 - W. Maehr, R. Carlsson, J. Fredriksson, O. Maul, M. Fjeld (2006): *Tabletop Interaction: Research Alert*. NordiCHI, Oslo 2006.
 - C. Flores Montano, M. Lundmark, W. Maehr (2006): *Control vs. Convenience: Critical Factors of Smart Homes*. SIDeR, Gothenburg 2006

Positions of Responsibility **Lab Manager at t2i Lab, Chalmers:** Research lab administration. Aug 2005 – Apr 2007
Chairman of PASD, FH Vorarlberg: President of student club. Jan 2003 – Jan 2004

Technical Skills **Design activities:** System analysis, user research, concept development, wireframing, spec writing, prototyping, usability reviewing and testing.
Platforms: Mac OS X, Windows, Linux
Tools: Pen & paper, whiteboard, OmniGraffle, Photoshop, Eclipse, XCode, vi, Office
Languages: Java/JSP/Servlets, C/C++/Obj-C, Python, HTML/CSS/JS, SQL, XML/XSD

References Available upon request.