

CURRICULUM VITAE

PERSONAL INFORMATION

Name	Taubert, Nick
Address	Wöhrdstraße 1 72072 Tübingen Germany
Telephone	+49163/68 27 456
E-mail	nick.taubert@gmail.com
Nationality	German
Date of birth	1 July 1977

EDUCATION

04/2010 to present	PhD student, Section for Computational Sensomotorics, Dept. for Cognitive Neurology, Hertie Institute for Clinical Brain Research & Centre for Integrative Neuroscience, University Clinic Tuebingen http://www.compsens.uni-tuebingen.de Responsibilities: <ul style="list-style-type: none">• Teaching assistant for Machine Learning II, Graduate School of Neural Information Processing, University of Tuebingen http://www.neuroschool-tuebingen-comput.de• Developed machine learning models for emotional interactions• Investigated emotional interactions with psychophysical studies in virtual reality
09/2005 – 08/2009	HTWK Leipzig, Germany (university of applied science) Master of Science for media informatics Modules included: <ul style="list-style-type: none">• Multimedia-based information systems• Digital signal processing and digital filters• 3D design and dynamics• Operating systems (advanced training course) Thesis: <i>“Match Moving as an essential component of Visual Effects“</i>

09/2002 – 10/2005	HTWK Leipzig, Germany (university of applied science) Bachelor of Science for media informatics Modules included: <ul style="list-style-type: none"> • Virtual reality • Computer graphics • Computer animation • Operating systems Thesis: <i>“Realisation of an universal communication interface between Maxon Cinema 4D 9.1 und Virtools Dev 3.0“</i>
09/2001 – 07/2002	Gutenbergschule (college), Leipzig
09/1992 – 07/1996	Käthe-Kollwitz-Gymnasium (grammar school), Zwickau
09/1984 – 07/1992	Dittes Oberschule (elementary school), Zwickau

WORK EXPERIENCE

04/2009 – 03/2010	Student assistant, Max Planck Institute for Human Cognitive and Brain Sciences, Leipzig http://www.cbs.mpg.de/ Responsibilities: <ul style="list-style-type: none"> • Recording and processing of motion capture data • Developed expertise in computer animations from motion capture data
09/2004 – 02/2005	Trainee, Mediaseasons, Leipzig http://www.mediaseasons.com Responsibilities: <ul style="list-style-type: none"> • Gained hands-on experience in game programming for pocketed devices
06/2000 – 07/2001	Civilian Service, Michaelis-Friedens-Kirchgemeinde, Leipzig
09/1999 – 05/2000	Skilled worker
08/1996 – 08/1999	Apprenticeship as skilled worker

PUBLICATIONS

- 2017 | Albert Mukovskiy, Nick Taubert, Dominik Endres, C Vassallo, M Naveau, O Stasse, P Souères, and Martin A. Giese. Modeling of coordinated human body motion by learning of structured dynamic representations. In: *J.P. Laumond et al. (Eds.): "Geometric and Numerical Foundations of Movements," Springer STAR Series, Springer-Verlag Berlin Heidelberg.*, 117:237–267, 2017
- 2016 | Nick Taubert, Akshay Markanday, Silvia Spadacenta, Peter Dicke, Peter Thier, and Martin A. Giese. Monkey Head: Highly-realistic Computer-animation Model for Macaque Facial Expressions. In *VECTOR Conference 27-29 Juli, Tübingen, Germany.* 2016
- Jindrich Kodl, Nick Taubert, and Martin A. Giese. Detecting Body Movement Patterns Resulting in Deceptive Behaviour in a Virtual Reality Throwing Task. In *VECTOR Conference 27-29 Juli, Tübingen, Germany.* 2016
- 2015 | Lucia Maria Sacheli, Andrea Christensen, Martin A. Giese, Nick Taubert, Enea Francesco Pavone, Salvatore Maria Aglioti, and Matteo Candidi. Prejudiced interactions: implicit racial bias reduces predictive simulation during joint action with an out-group avatar. *Scientific Reports*, 5:8507, 2015
- Nick Taubert, Junru Li, Dominik Endres, and Martin A. Giese. Dependence of the perception of emotional body movements on concurrent social motor behavior. *Journal of Vision* September 2015, Vol.15, 505, 2015
- 2014 | Dmytro Velychko, Dominik Endres, Nick Taubert, and Martin A. Giese. Coupling gaussian process dynamical models with product-of-experts kernels. *Accepted for presentation at the Proceedings of the 24th International Conference on Artificial Neural Networks (ICANN2014)*, page 8, 2014
- 2013 | Nick Taubert, Martin Löffler, Nicolas Ludolph, Andrea Christensen, Dominik Endres, and Martin A Giese. A virtual reality setup for controllable, stylized real-time interactions between humans and avatars with sparse Gaussian process dynamical models. In *Proceedings of the ACM Symposium on Applied Perception, SAP '13*, pages 41–44, New York, NY, USA, 2013. ACM
- 2012 | Nick Taubert, Andrea Christensen, Dominik Endres, and Martin A. Giese. Online simulation of emotional interactive behaviors with hierarchical Gaussian process dynamical models. In *Proceedings of the ACM Symposium on Applied Perception - SAP '12*, volume 1, pages 25–32, New York, New York, USA, 2012. ACM Press

- Andrea Christensen, Nick Taubert, Huis in't Veld E., de Gelder B., and Martin A. Giese. Perception of emotion from interactive body movement: influence of emotion congruency. *Vision Sciences Society Annual Meeting 2012, 11 - 16 May 2012*, 2012. not reviewed
- Nick Taubert, Andrea Christensen, Dominik Endres, and Martin A. Giese. Perception of synthetically generated interactive human emotional body expressions. *European Conference on Visual Perception, ECVP 2012, Alghero, Italy*, 2012. not reviewed
- 2011 Nick Taubert and Dominik Endres. Shaking Hands in Latent Space. In J. Edelkamp, S. and Bach, editor, *KI 2011: Advances in Artificial Intelligence, LNAI*, pages 330–334, Berlin, 2011. Springer

SKILLS

Informatics	C++, C#, Java, Python, Matlab, MySQL, PHP, XML
Computer graphics	3D applications: Maya, 3dsMAX, Cinema4D, ZBrush, Motion Builder, Match Mover Engines: Ogre, Unity, Unreal Visual Effects: Nuke, After Effects
Languages	German – first language English – very good knowledge in writing and speaking Russian – basic reading and writing skills
Driving	Full current clean driving license

INTERESTS

Computer graphics and computer animation
Music production
Programming