



Rebecca is a highly motivated and outcome-oriented research professional with a strong background in (Social) Virtual Reality development and evaluation. She has exceptional analytical skills, attention to detail, and the ability to work independently or as part of a team. Skilled in the application of various research methods, statistical analysis, and data visualization tools to develop meaningful findings and recommendations. As part of her research work on an interdisciplinary project, she has demonstrated skills in effectively communicating research findings and recommendations to stakeholders.

# Rebecca Hein

research assistant & PhD student

born July 28, 1995 in Aschaffenburg, Germany

## Contact

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 ResearchGate

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 LinkedIn

## Education

### Sep. 2005 - Jun. 2014 - Abitur

Rebecca graduated from the "Karl-Theodor von Dalberg Gymnasium" in Aschaffenburg.

### Okt. 2014 - Aug. 2017 - Bachelor of Science

She received her Bachelor (B.Sc.) degree in Computer science specializing in communication and media in Computer science from the Hochschule Darmstadt (h\_da).

### Okt. 2017 - Jul. 2020 - Master of Science

She then enrolled in the master's program Human-Computer Interaction at the Julius-Maximilians University of Würzburg. For her master thesis, she worked on a VR application to foster participants' pro-environmental behavior. The application was nominated for the DIVR Places award in the category "Best Impact".

### Apr. 2021 - today - PhD

She is doing her PhD on the usage of social VR in foreign language education to support intercultural encounters. This work will contribute to the evaluation of how different immersive features of (social) VR affect inter- and transcultural competence and sensitivity. She has acquired the ability to design and conduct independent research projects, analyze data, and draw meaningful conclusions. Able to critically evaluate existing research, identify gaps in the literature, and develop new approaches to solving complex problems.

# Professional Experience

## Jan. 2017 - Jul. 2017 - Internship

As part of her bachelor's degree, she completed an internship in the IT applications department in time:matters GmbH in Neu-Isenburg.

## Nov. 2019 - today - Research Assistant

Since November 2019, she is a research assistant in the research groups Psychology of Intelligent Interactive Systems (PIIS) and Human-Computer Interaction (HCI).

- Balancing the demands of research, teaching, and other responsibilities requires good time management and organizational skills
- Collaborate with interdisciplinary teams to ensure project success and on-schedule delivery
- Present research findings and recommendations to stakeholders
- As part of the Event Support Team, she organizes, for example, the bi-annual EXPO (final presentation of the student projects)

# Skills

- Proficient in the use of design tools such as Figma and Affinity Designer
- Proficient in the use of statistical analysis tools such as R, JASP, and SPSS
- Excellent skills in MS Office
- Experience conducting primary and secondary research, including surveys, focus groups, and literature reviews
- Experience developing and designing social VR (learning) environments using Unity and C#
- Excellent written and verbal communication skills
- Strong problem solving and decision making skills
- Ability to manage multiple projects and meet deadlines in a fast-paced environment

# Publications and Certificates

## Publications

All publications can be accessed on ResearchGate and the University website.

## Udemy courses

- Figma UI UX Design Essentials
- Multiplayer Virtual Reality (VR) Development With Unity
- Blender 2.8 von A-Z

# Languages

**German**  
**English**  
**Italian**  
**Swedish**

Native  
Advanced  
Intermediate  
Elementary

# Hobbies



Cycling and Spinning



Knitting



Yoga



Gardening