

Curriculum vitae: Thomas Schmieder, M.A.

Name: Thomas Schmieder, M.A.

Address:

Email:

Mobile:

Nationality:

Date of birth:

Place of birth:



Work experience:

- Cinector GmbH – Strategic Advisor
- 02/2024 – today
Cinector GmbH – Co-founder and Managing Director
- 08/2015 – 08/2023
Transformation of the research project "Cinector" into a company that further develops and distributes the researched software for virtual film production, Cinector
- 01/2015 – 10/2016
Mittweida University of Applied Sciences – Research group leader EXIST transfer of research project "Cinector"
Research on software for virtual film production: Cinector
- 07/2012 – 12/2014
Mittweida University of Applied Sciences – Research worker in the field of Interactive Entertainment
Research on film production in virtual, interactive environments
- 03/2010 – 10/2016
Mittweida University of Applied Sciences – Co-Founder, Lecturer, Consultant: teaching and research area "Interactive Entertainment"
- 10/2007 – 03/2012
Mittweida University of Applied Sciences – Founder and project manager of the "Gamecast" research group
Conception and establishment of research into film production in virtual, interactive environments
- 08/2000 – 12/2010
Actor in various television productions and feature films

Education:

- 09/2009 – 06/2012
Mittweida University of Applied Sciences – Information & Communication Science, Master of Arts (final grade: 1.0 - with distinction)
- 09/2006 – 02/2010
Mittweida University of Applied Sciences – Media Management, Bachelor of Arts (final grade: 1.1 - with distinction)

08/1992 – 06/1999 Dr.-Wilhelm-André-Gymnasium, Chemnitz – General higher education entrance qualification, Abitur (final grade: 1.4)

09/1987 – 06/1992 Primary school Stelzendorf, Chemnitz

Foreign languages:

German Mother tongue spoken and written

English Fluent in written and spoken English

Latin Latinum

Japanese Basic knowledge of written and spoken Japanese

French Basic knowledge of written and spoken French

Works / Projects:

„Cinector STAGE” Software/hardware for virtual film production

Role: Management of the transfer of the researched technology into a product for virtual film production: <https://www.cinector.com/>

„Urban Legend” 3D multiplayer video game based on Competitive Acting theory, nominated as best newcomer concept for Germany’s main game award: “Deutscher Computerspielpreis 2013”: <https://gamecast.itch.io/urbanlegend>

Role: Interaction design, game design, script, head of visual design

„Competitive Acting“ Theory for film production and dramatic interaction in virtual worlds

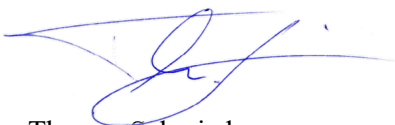
Role: Conception of the theory and co-author of the research papers, e.g.:

Schmieder, T., & Wierzbicki, R. J. (2009). Competitive acting: Issues on action, interaction and acting in converged media. In Proceedings of the 13th International MindTrek Conference: Everyday Life in the Ubiquitous Era (pp. 6–10). <https://doi.org/10.1145/1621841.1621844>

"Interactive Entertainment" Teaching and research area at Mittweida University of Applied Sciences

Role: Conception and co-development of the teaching and research area as well as the Bachelor's degree program "Media Informatics and Interactive Entertainment", one of the first video game-centred degree programs at a state university in Germany: <https://www.cb.hs-mittweida.de/en/study-programs-of-the-faculty/media-informatics-and-interactive-entertainment/>

Berlin, 01.04.2024



Thomas Schmieder