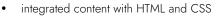
# **Rebecca Nöll** Interaction Designer

Find my portfolio at www.rebeccanoell.com

I am an Experience and Interaction Designer with more than four years of professional experience. My focus until now have been VR usability and system design. I have a logical and structured approach to my work and am able to quickly adapt and learn new skills and programs.

#### WORK EXPERIENCE

AUG '23 - NOW	<b>XR UX Designer</b> NMY MIXED REALITY COMMUNICATIONS
	<ul> <li>Working on several big client projects</li> <li>team lead of the design department</li> <li>partaking in company operations and project management</li> <li>realizing interactive VR experiences based on client input</li> <li>lead designer of Cathay Pacific's new VR cabin crew training</li> </ul>
AUG '22 - JUL '23	Game Designer 🔗 LIMBIC ENTERTAINMENT
1 YR.	<ul> <li>Worked on an unannounced title</li> <li>conception and elaboration of big interconnected systems</li> <li>writing detailed documentation for implementation purposes</li> <li>milestone deliveries and communication with stakeholders</li> </ul>
FEB '22 - JUL '22	<b>VR Game Designer</b> DEUTSCHES MUSEUM MÜNCHEN   COLOGNE GAME LAB
6 MOS.	Worked on various VR concepts and creating a psychological VR experiment on the differentiation between fear and anxiety
	<ul><li>writing a compelling concept document for a grant application</li><li>advising the planning and execution of future XR projects</li></ul>
MAR '21 - DEC '21	Lead Game Designer   Project Border Zone 🔗 COLOGNE GAME LAB // TH KÖLN
9 MOS.	Designed a location-based AR Application in cooperation with Stiftung Preußische Schlösser und Gärten
	<ul> <li>created immersive storytelling mechanics for mobile AR</li> <li>helped to organize and document the work of 15 developers</li> <li>cooperated closely with the programmers and tested new scripts and editor tools</li> </ul>
MAR '20 - AUG '21	<b>Lead Game Designer   VR Time Travel Ø</b> COLOGNE GAME LAB // TH KÖLN
1 YR. 3 MOS.	<ul> <li>Designed a co-location VR experience in cooperation with the German Museum Nürnberg</li> <li>led the design department in a team of 20+ people</li> <li>designed for a diverse museum audience</li> <li>created a unique VR multiplayer experience that's played by dozens of people every day</li> </ul>
2012 - 2013	Graphic Designer for Interactive Media HAGEMANN BILDUNGSMEDIEN GMBH // DÜSSELDORF
1 YR. 7 MOS.	Designed graphics and implemented functionality of interactive school media for an educational publisher
	<ul> <li>composed and designed educational media</li> <li>integrated content with HTML and CSS</li> </ul>



• creative ownership of published products



#### **DESIGN SKILLS**



#### **TECHNICAL SKILLS**

Unity C# Scripting Unreal Engine

#### **VISUALIZATION SKILLS**

Illustrator Photoshop Figma InDesign Premiere

#### OTHER SKILLS



#### LANGUAGES

German (native) English (C1)

#### INTERESTS



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## TEACHING EXPERIENCE

2022	Lecturer for Experience Design UNIVERSITY FRESENIUS // COLOGNE
1 TERM	Taught students of the Game Design & Management course about the principles of User Experience
	<ul> <li>planned and organized a series of interconnected lectures</li> <li>created concise and educational lecture content</li> <li>advanced my knowledge of Game UX and best practices</li> </ul>

### INTERNATIONAL EXPERIENCE

SEP '19	Visiting Student
- DEC '19	ABERTAY UNIVERSITY // DUNDEE
3 MOS.	Studied abroad at Abertay University in Scotland and participated in the Game Design and Production bachelor program
AUG '12	<b>Work &amp; Travel</b>
- OCT '12	KRONENHOFF GUESTHOUSE // KIRKWOOD
3 MOS.	Worked full-time as waitress in South Africa as part of a Work & Travel program with subsequent exploration of the country

#### EDUCATION

NOV '20 - JAN '21	Exploring the Concept of Affordance in VR @ BACHELOR THESIS IN DIGITAL GAMES
3 MOS.	Asked the question whether the concept of affordance can be of use in the creation of Virtual Reality applications
	<ul> <li>proposed a new model for measuring intuitiveness in VR</li> <li>created a VR prototoype for intuitive game design</li> <li>thesis has been read by over 2000 people on Research Gate</li> </ul>
2017 - 2021	Student of Digital Games (B.A.) COLOGNE GAME LAB // TH KÖLN
4 YR.	Concluded studies with BA Digital Games (1.1)
	<ul> <li>created several games in small teams and on my own</li> <li>gained practical knowledge in all areas of game development</li> <li>learned game design theory and media studies</li> </ul>
2013 - 2017	<b>Student of Integrated Design (B.A.)</b> KÖLN INTERNATIONAL SCHOOL OF DESIGN // TH KÖLN
4 YR.	Gathered experience in a wide area of design-related subjects
	<ul><li>taught myself layouting and graphic design</li><li>frequently presented and pitched my design ideas</li></ul>

• experienced the multifacetedness of the design craft



# **DESIGN SKILLS**



# TECHNICAL SKILLS

Unity C# Scripting Unreal Engine

# VISUALIZATION SKILLS

Illustrator Photoshop Figma InDesign Premiere

# OTHER SKILLS

Jira Scrum/Agile Confluence Source Control Presentation Documentation

# LANGUAGES

German (native) English (C1)

# INTERESTS

