Rebecca Nöll *Interaction Designer*

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

XR UX Designer 🔗
NMY MIXED REALITY COMMUNICATIONS

Working on several big client projects

- team lead of the design department
- partaking in company operations and project management
- realizing interactive VR experiences based on client input
- lead designer of Cathay Pacific's new VR cabin crew training

AUG '22 - JUL '23

1 YR.

Game Designer 🔗
LIMBIC ENTERTAINMENT

Worked on an unannounced title

- conception and elaboration of big interconnected systems
- writing detailed documentation for implementation purposes
- milestone deliveries and communication with stakeholders

FEB '22 - JUL '22

6 MOS.

VR Game Designer
DEUTSCHES MUSEUM MÜNCHEN | COLOGNE GAME LAB

Worked on various VR concepts and creating a psychological VR experiment on the differentiation between fear and anxiety

- writing a compelling concept document for a grant application
- advising the planning and execution of future XR projects

MAR '21 - DEC '21

9 MOS.

Lead Game Designer | Project Border Zone 🔗
COLOGNE GAME LAB // TH KÖLN

Designed a location-based AR Application in cooperation with Stiftung Preußische Schlösser und Gärten

- created immersive storytelling mechanics for mobile AR
- helped to organize and document the work of 15 developers
- cooperated closely with the programmers and tested new scripts and editor tools

MAR '20 - AUG '21

1 YR.
3 MOS.

Lead Game Designer | VR Time Travel 🔗
COLOGNE GAME LAB // TH KÖLN

Designed a co-location VR experience in cooperation with the German Museum Nürnberg

- led the design department in a team of 20+ people
- designed for a diverse museum audience
- created a unique VR multiplayer experience that's played by dozens of people every day

2012 - 2013

1 YR.
7 MOS.

Graphic Designer for Interactive Media
HAGEMANN BILDUNGSMEDIEN GMBH // DÜSSELDORF

Designed graphics and implemented functionality of interactive school media for an educational publisher

- composed and designed educational media
- integrated content with HTML and CSS
- creative ownership of published products

DESIGN SKILLS

XR Design · Gameplay · UI Design · UX Design · Graphic Design · Prototyping · Narrative Design · System Design

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

tabletop gaming · drawing · baking · reading · laser tag · trekking · craftsmanship

Rebecca Nöll Interaction Designer

TEACHING EXPERIENCE

2022

1 TERM

Lecturer for Experience Design
UNIVERSITY FRESENIUS // COLOGNE

Taught students of the Game Design & Management course about the principles of User Experience

- planned and organized a series of interconnected lectures
- created concise and educational lecture content
- advanced my knowledge of Game UX and best practices

INTERNATIONAL EXPERIENCE

SEP '19 - DEC '19

3 MOS.

Visiting Student
ABERTAY UNIVERSITY // DUNDEE

Studied abroad at Abertay University in Scotland and participated in the Game Design and Production bachelor program

AUG '12 - OCT '12

3 MOS.

Work & Travel
KRONENHOFF GUESTHOUSE // KIRKWOOD

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

3 MOS.

Exploring the Concept of Affordance in VR 🔗
BACHELOR THESIS IN DIGITAL GAMES

Asked the question whether the concept of affordance can be of use in the creation of Virtual Reality applications

- proposed a new model for measuring intuitiveness in VR
- created a VR prototoype for intutive game design
- thesis has been read by over 2000 people on Research Gate

2017 - 2021

4 YR.

Student of Digital Games (B.A.)
COLOGNE GAME LAB // TH KÖLN

Concluded studies with BA Digital Games (1.1)

- created several games in small teams and on my own
- gained practical knowledge in all areas of game development
- learned game design theory and media studies

2013 - 2017

4 YR.

Student of Integrated Design (B.A.)
KÖLN INTERNATIONAL SCHOOL OF DESIGN // TH KÖLN

Gathered experience in a wide area of design-related subjects

- taught myself layouting and graphic design
- frequently presented and pitched my design ideas
- experienced the multifacetedness of the design craft

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