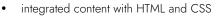
Rebecca Nöll Interaction Designer

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	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	Game Designer 🔗 LIMBIC ENTERTAINMENT
1 YR.	 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	VR Game Designer 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
	writing a compelling concept document for a grant applicationadvising the planning and execution of future XR projects
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
	 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	Lead Game Designer VR Time Travel Ø COLOGNE GAME LAB // TH KÖLN
1 YR. 3 MOS.	 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	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
	 composed and designed educational media integrated content with HTML and CSS



• 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
	 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	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	Work & Travel
- 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
	 proposed a new model for measuring intuitiveness in VR created a VR prototoype for intuitive game design thesis has been read by over 2000 people on Research Gate
2017 - 2021	Student of Digital Games (B.A.) COLOGNE GAME LAB // TH KÖLN
4 YR.	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	Student of Integrated Design (B.A.) KÖLN INTERNATIONAL SCHOOL OF DESIGN // TH KÖLN
4 YR.	Gathered experience in a wide area of design-related subjects
	taught myself layouting and graphic designfrequently presented and pitched my design ideas

• 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

