

I am a Mixed Reality and UX Designer with more than four years of professional experience. My design focus XR 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 '25
- NOW

XR UX Designer 
WORLD OF VR (COLOGNE)

Working on several client projects

 - concepting and realizing interactive XR experiences based on client input
 - partaking in company operations and project management
- AUG '23
- AUG '25

XR UX Designer 
NMY MIXED REALITY COMMUNICATIONS (FRANKFURT A.M.)

2 YRS.

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 (LANGEN, HESSE)

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 application
 - advising 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 
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



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

2012
- 2013

Graphic Designer for Interactive Media HAGEMANN BILDUNGSMEDIEN GMBH

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

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

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 prototype 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 design
- frequently presented and pitched my design ideas
- experienced the multifacetedness of the design craft

INTERNATIONAL EXPERIENCE

SEP '19
- DEC '19

Visiting Student ABERTAY UNIVERSITY (DUNDEE)

3 MOS.

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

AUG '12
- OCT '12

Work & Travel 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



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