

EDUCATION

- 2003 - 2006** Rhode Island School of Design, BFA with honors, Graphic Design
- 2002 - 2003** Hochschule für Künste Bremen, Germany, Digital Media
- 1998 - 2000** Bremer Schule für Gestaltung, Germany, Digital Media apprenticeship

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WORK EXPERIENCE

- present** **And Partners NY**, New York
 As interactive art director leading the interactive practice at And Partners NY, I designed iPhone and iPad apps, developed websites and most recently created a multimedia lab inside the Hearst Building in Midtown Manhattan.
- ongoing since 2003** **Freelancing**
 Occasionally I take on small side projects. Usually not well paid, I choose the projects by fun-factor, such as interactive, screen-based animations for movies like *Wall Street 2* and the soon-to-come *Extremely Loud and Incredibly Close*.
- 2006 - 2009** **Pentagram**, New York
 Fulltime interaction designer on Lisa Strausfeld's team at Pentagram. Designed and programmed all things digital, including websites, interactive projections, touch-screen kiosks and interactive exhibit designs for clients like One Laptop Per Child, Detroit Institute of Arts, Turner Classic Movies etc.
- winter '06** **Experientia**, Turin, Italy
 Interaction designer for the design firm Experientia. A limited engagement, this 7-week job not only provided insight into a European interaction design firm but it also allowed me to network with (read: get interviews lined up at) design firms in Italy and theNew York.
- summer '04 + summer '05** **4 Corners**, New York
 Internship during which I gained advanced experience in developing websites using Flash and HTML. With an office in Soho, it was around this time that I decided I wanted to settle and make a living in New York.
- 2001 - 2002** **Infogram**, New York
 One-year webdesign internship as part of the *U.S. Congress and German Bundestag Young Professionals Exchange Program*. Gained international work experience in UI design and information graphics and directly dealt with clients, vendors and tight deadlines – in a (to me) foreign language and a heavy german accent.
- 1998 - 2001** **Farm Digital Media GmbH**, Bremen, Germany
 Multimedia designer and HTML developer for digital applications including websites, Flash intros and animated presentations. Interesting fact: I started using Flash when it was still owned by Macromedia and when animations had to be handled via keyframe tweening instead of code – seems like a lifetime ago.

HONORS

- Design Juries**
 (Adobe Design Achievement Awards 2012)
 ADC Young Guns Awards (2011)
 ADC Annual Awards (2010)
 iF Design Communication Awards (Germany, 2007)
- Awards**
 TDC Award (2010)
 SEG Design Award (2008)
 MUSE Technology Award (2008)
 ADC (2007) and ADC Young Gun (2009)
 HOW Interactive Design Award (2007)
 IDSA Industrial Design Award (2007)
 AIGA 365 (2007 and 2008)
 I.D. Magazine Award (2007)
 Adobe Design Achievement Award (2006)

SKILLS

Computer Literacy
 Flash, Illustrator, Photoshop,
 InDesign, After Effects
 CSS, HTML, AS2, A3, jQuery, XML

Languages
 English, German

FYI

Visa status
 German citizen with an O-1 visa
 (Sponsoring required)