



VINCENT GÖKE

[See my portfolio ↗](#)

UX | AUDIO | PROTOTYPING | IXD | HAPTICS

Research-driven UX designer prototyping human-centered, multimodal solutions. I keep up with the latest technology and trends and seamlessly turn them into value inside real products.

WORK EXPERIENCE

[in Vincent Göke ↗](#)

[@ Goeke.Vincent@gmail.com ↗](mailto:Goeke.Vincent@gmail.com)

[goekevincent.me ↗](https://goekevincent.me)

[📍 Remote / Hybrid / On Site](#)
(Munich, Germany)

STRENGTHS

- User-centric research
- Rapid prototyping
- Clear cross-functional communication
- Systems thinking
- Design-ops hygiene
- Independent problem solving
- Data-informed decisions
- Teamplayer

TECHSTACK/ SKILLS

UX & Research: Usability testing, SUS, STS-AD, interviews/diaries, task analysis, heuristic reviews, workshop facilitation, design ops.

Haptics & Audio-UX: On-body prototyping (ERM/LRA/VC), audio-to-haptic mapping, Tone.js/RNBO, Interhaptics Composer, Hapticlabs DevKit.

Frontend & Prototyping: React, JavaScript/TypeScript, Three.js, HTML/CSS, Material UI, Bootstrap, Git/GitHub.

Programming: C, C++, C#, JavaScript, Arduino (hardware); Golang (in progress).

Tools: Figma, Adobe CC, Ableton Live, Logic Pro, Pro Tools, Unity, GitHub Copilot, Windsurf, Cursor.

LANGUAGES

German - C2
English - C1
Traditional Mandarin - A1

02/2025 -
08/2025

Remote

MM-Mental Motions GmbH - My Mental Mentor

Project Assistant & Educational UX Designer

- Built brand, slide kit, and Canva templates for a 4-week training.
- Produced interactive workbook PDFs (QR links, print/screen layouts).
- Edited learning videos, mixed podcast audio, created dynamic podcast thumbnail; standardized upload workflow.
- Localized materials DE↔EN with accurate, stigma-free terminology.
- Set up the teaching stack; created run-of-show, backups, and onboarding.

02/2022 -
04/2022

Hybrid

Algoriddim GmbH - DJay

UX Internship

- Music and Video Media Market Research and Analysis
- UX prototyping
- Future Direction Potential Evaluation

07/2021 -
Now

Remote

Freelancing - Audio Engineering

Media Postproduction | On Demand

Nebenan.de - Good Hood GmbH | 07/2022

- Music & Licence Research, Advertisement Video Audio Improvement, Music Embedding & Audio Mix

Quadrige Media Berlin GmbH - p&k podcast | 07/2021 - 09/2021

- "Wahlcamp" and "Wahlkampfpodcast" - Sound Design & Postproduction for Streaming Publication
- "politik&kommunikation" Remote Freelancing Podcast Postproduction, AI Image generation

02/2021 -
12/2022

Hybrid

University Hospital Munich LMU

Auxiliary Scientist | IT-Support

- IT-support (Market Research, Set up Accounts and Devices, Improvement of Workflows)
- Podcast Production Setup (FemClub)
- Presentation Preparation

EDUCATION

10/2022 -
02/2025

M.Sc. in Engineering – Human-Computer Interaction

(Joint) Paris-Lodron University Salzburg & FH Salzburg, AT

Thesis: Prototyping Emotions — A Modular Methodological Workshop Toolkit for Teaching Novice Interaction Designers the Creation of Low-Fidelity Single-Modal On-Body Affective Haptic Prototypes in Tandem Teams

10/2018 -
02/2022

B.Sc. – Media Informatics (HMI)

Ludwig-Maximilians-Universität (LMU), Munich, DE

Thesis: Passenger Reroute: Phone-Based Intervention in Self-Driving Cars.

10/2017 -
03/2019

Diploma "Audio Designer"

music support group GmbH / DEUTSCHE POP, Munich, DE
Audio Design & Eng., Music- and Multimedia Production



in **Vincent Göke** ↗

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RELATED EXPERIENCES

11/11/2023-
12/11/2023

Tourism Technology Festival Hackathon at "Alles für den Gast", Salzburg, AT

- Competed with a team of fellow FH Salzburg Students in a Tourism Hackathon against over 20 other Teams in Stream 1
- Won first place in Stream 1 category with "Green Wallet" project, focusing on Cashless Payment Adoption by Mastercard.

04/2020-
09/2020

2D Video Game Development „Graveyarddigger“

MMP LMU SS 20 - Multimediaprogramming

- Sound Design & Engineering
- Unity Programming C++
- Developed a 2D game with sprites and game assets

ADDITIONAL EXPERIENCES

09/2024 -
01/2025

Exchange Semester (WS24/25) in Taiwan at Taipei Tech (NTUT)

- Immersed in Taiwanese culture at Taipei Tech (NTUT), studying traditional Mandarin intensively (7 hours/ week), engaging in language exchanges, and deepening my understanding of intercultural dynamics.
- Enrolled in an analytical sketching course focused on principles of interaction design, teaching how to visually dissect architecture and interior spaces.
- Practising freehand sketching and analytical observation, translating three-dimensional forms into conceptual and perceptual representations.
- Enhancing creative thinking, cultural awareness, and visual problem-solving abilities through direct exposure to diverse cultural settings and architectural environments.

Since
2015

Music Production and Performance

- Songwriting, music and sound design productions (concept, recording, mixing), digital marketing and management
- My work:
 - **Din-Z,**
 - **Superior Motive**
- Artists I collaborated with:
 - Moment of attraction,
 - Samy Morsey,
 - MAFFYN,
 - ZONED OUT,
 - Daniel Teutsch