

# Katrin Stötter

## Curriculum Vitae

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## Education

### M.Sc. Interactive Media Technology

Aug 2024 - Present

📍 KTH Royal Institute of Technology, Stockholm

- Studies in human-computer interaction, interaction design, and programming, with a particular interest in feminist HCI and sustainable design.

### B.Sc. Human-Computer-Interaction

Oct 2020 - Nov 2023

📍 Julius-Maximilians-University of Würzburg

- Final Grade: 1.6 (1 = best, 4 = pass)
- Bachelor's thesis: *Investigating the effectiveness of sonification in the emotional contextualization of emojis for blind and visually impaired people.* (grade: 1.0 (A))
- Awarded Best Presentation, thesis resulted in ACM publication (see Publication section).

### Apprenticeship: Digital & Print Media Clerk

Sept 2018 - July 2020

📍 SWMH Service GmbH, Stuttgart

- Rotated through commercial departments: digital publishing, e-commerce, project management, procurement, and advertising sales.

## Publication

- Huber, S., & Stötter, K. (2024, October 13). *Emotion Sonification as Opportunity for Inclusive Texting: Replacing Emoji with Vocal Bursts and Prosodic Voices.* In *Proceedings of the 13th Nordic Conference on Human-Computer Interaction (NordiCHI '24)*, Uppsala, Sweden. ACM. <https://doi.org/10.1145/3679318.3685403>

## Research & Academic Experience

### International Student Ambassador - Interactive Media Technology

Aug. 2025 - Present

📍 KTH Royal Institute of Technology, Stockholm

- Representation of the program at campus and online events.
- Participation in outreach and onboarding activities for new students, such as co-hosting webinars, leading campus tours, and providing introductory guidance.

### Research Assistant – Psychological Ergonomics

Feb 2022 – April 2022

📍 Julius-Maximilians-University of Würzburg

- Supervised an international student team (Germany and Japan) on a remote tourism prototype, applying the Double Diamond methodology to guide design development.

### Usability Research Assistant

Nov 2021 – 30 May 2022

📍 WIVW GmbH (Traffic Science Institute), Würzburg

- Conducted usability testing of a truck simulator interface; applied Nielsen's 10 Heuristics to identify usability issues and develop design recommendations.

## Skills

### Research & UX

- **Qualitative:** Heuristic Evaluation, Cognitive Walkthrough, Think-aloud, Focus Groups
- **Quantitative:** Usability Benchmarking, A/B Testing, Statistical Analysis (JASP, Excel, Python/Pandas)

### Prototyping & Design

- **Digital:** Figma, Adobe Creative Cloud, Miro
- **Physical:** Fabrication, Electronics, Textiles

### Programming

- **Languages:** HTML, CSS, JavaScript, TypeScript, Python, Java, PHP, SQL, C#.
- **Frameworks & Tools:** React, Svelte, TailwindCSS, Bootstrap, Unity, Git, Docker.

## Projects

- **Once Upon a Budget:** Developed an interactive financial education platform, applying iterative design, programming and usability testing.
- **SL Accessibility Evaluation:** Conducted participatory UX research to assess and improve accessibility of Stockholm's public transport services.
- **Forester Kit for Solarpunk Scouts:** Designed and prototyped physical tools for environmental education for children.

## Languages

- German (Native) | English (C2, TOEFL 115/120) | Spanish (B1) | Swedish (A2)

## Volunteering & Leadership

### Head of Art Direction at Malvina KTH

2025 - Present

📍 KTH Royal Institute of Technology, Stockholm

- Lead creative direction and a small design team and coordinate closely with the Advertising Team to ensure consistent visual identity.

### Student Mentor

2021 - 2022

📍 Julius-Maximilians-University of Würzburg

- Supported first-year students as a peer mentor, answering questions and offering guidance on academic and social topics.

