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## Professional Experience

### Ciromed

*Embedded Designer*

2025– present

- embedded UI/UX and audio design for the MacuLight dry-AMD therapy device

### Westdeutscher Rundfunk / WDR (West German Broadcasting), Visitor Center

*TV & Radio Drama Studio Tourguide*

2023 – present

- explaining technical concepts and media-production workflows in accessible ways for diverse audiences

### Technische Hochschule Köln (University of Applied Sciences Cologne), Media Production Studio

*Studio Assistant & Tutor*

2022 – present

- organization, equipment management, troubleshooting of media systems in production studio
- audio experiments & course on effective studying techniques with students

### Various German media production companies (e.g. filmpool)

*Acting Experience in Short-Format TV Productions (around 3 times per year)*

2004 – present

- insights into on-set workflows and understanding of the front-of-camera perspective

### PAN Klinik Urologie Köln (Urology Department in PAN Clinic Cologne)

*Medical Office Assistant*

2019 – 2020

- managed patient records with medical practice software (CGM Medistar), intra-interdepartmental coordination

### Quest-Room, Cologne

*VR- & Gamemaster*

2018 – 2019

- operated and maintained VR setups and interactive installations
  - contributed to experiential design and storyline prototyping
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## Education

### University of Zagreb, Faculty of Engineering and Computing

*Erasmus Exchange Year*

2025 – Feb. 2026 (expected)

### University of Applied Sciences Cologne, Faculty of Information, Media and Electrical Engineering

*B.Sc. Media Technology*

2021 – present

### Hölderlin High School Cologne

*German Abitur (general qualification for university / higher education entrance)*

2009 – 2017

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## Skills & Exposure

**Programming:** Java, C++, Python (image processing, ML), SQL, HTML/CSS/JS, React

**Media tech:** HOA spatial audio, Arduino/sensors/LED, VR/AR systems, tracking setups, chroma key, AV production (incl. AI voice assets), light fabrication, interactive installations, prototyping

**Software:** Unity, Blender, TouchDesigner, WebGL, Figma, Adobe CC

**Other:** technical documentation, version control (Git), interactive storytelling, rapid learning of new tools