

## Professional Experience

Ciromed	
Embedded Designer	2023 – present
- embedded UI/UX for MacuLight (ophthalmic light-therapy device for dry AMD)	
Westdeutscher Rundfunk / WDR (West German Broadcasting), Visitor Center	
TV & Radio Drama Studio Tourguide	2023 – present
- explaining technical concepts and production workflows in accessible, engaging ways for diverse audiences	
Technische Hochschule Köln (University of Applied Sciences Cologne), Media Production Studio	
Studio Assistant & Tutor	2022 – present
- organization, equipment management, troubleshooting in media production studio	
- audio experiments & course on effective studying techniques with students	
Various German media production companies incl. filmpool, Constantin Entertainment, Norddeich TV	
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 setup and escape room props, improved and created riddles and storylines	

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## Education

University of Zagreb, Faculty of Engineering and Computing	
Erasmus Year	2025 – Feb. 2026 (expected)
University of Applied Sciences Cologne, Faculty of Information, Media and Electrical Engineering	
B.Sc. Media Technology	2021 – present
University of Cologne	
B.Sc. Biology, not completed	2018 – 2019
University of Cologne	
B.A. Media Culture Studies, not completed	2017 – 2018
Hölderlin High School Cologne	
German Abitur (general qualification for university / higher education entrance)	2009 – 2017

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## Skills, Projects & Exposure

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

Media tech: HOA spatial audio, Arduino/sensors/LED, chroma key, AV production, computer graphics

Software: Unity, Blender, Figma, Adobe CC (Photoshop, Premiere Pro)