

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

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

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