



Resume Marco König

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Experience

Designer 5AM Studio

Hamburg (Remote)
03/2025 – Present

As a designer at 5AM, I work interdisciplinarily on projects for startups such as wi and Lanch, as well as for larger clients including Stadtwerke Lübeck and Caparol Icons. I am currently also involved in the design development of the sports startup anomalie.

UI/UX Designer 5AM Studio

Hamburg (Remote)
04/2023 - 10/2024

As a UI/UX designer, I gained extensive experience by contributing to a wide range of client projects, with a focus on user interface and user experience design for apps and websites.

Working Student Designer Think Moto

Berlin (Remote)
10/2021 - 09/2022

At Think Moto, I gained experience across various design disciplines — including projects for Continental, lexoffice, startups, and internal design tasks.

Working Student Designer Hochschule Hof

Hof
01/2021 - 06/2021

As a working student, I supported Prof. Michael Zöllner in a research project for the Museum Kronach — focusing on 3D modeling for an AR exhibit.

Education

Master of Arts (M.A.) Information Design

Technical University of Applied Sciences
Würzburg-Schweinfurt
04/2023 - 03/2025
Graduation grade: 1.3

Deepened my practical and theoretical design skills. In my master's thesis, I designed a learning app for informal learning.

Bachelor of Arts (B.A.) Media Design

Hof University of Applied Sciences
10/2019 - 03/2023
Graduation grade: 1.6

Acquired theoretical and practical skills in various design disciplines with a focus on digital design — including app design, animation, web design, interaction design, and storytelling.

Further Education	Additional Studies Media Didactics LMU Munich Summer Semester 2024	Acquired fundamental knowledge in the field of media didactics. Successfully completed seminar and received certificate.
	Additional Studies Media Education FAU Erlangen–Nuremberg Summer Semester 2024	Acquired fundamental knowledge in the field of media education. Successfully completed seminar and received certificate.
	Additional Studies Design Thinking OTH Regensburg Summer Semester 2024	Acquired in-depth knowledge of design thinking methods and tools. Applied in interdisciplinary teams for user-centered problem solving, prototyping, evaluation, and presentation.
Awards	Innovation Award Smart City Projects Digital Startup Center – Hof 2024	Awarded the Innovation Prize for a semester project developed in collaboration with Moritz Krause. Development of an open-source hydroponic system including an app for sensor data visualization.
Publications	Words on Play 11/2024	Link to article →
	Thoughts on Creativity 09/2024	Link to article →
Skills	App Design Web Design Branding & Corporate Design Photography Image Editing Video Editing 2D Motion Design 3D Visualization Basic 3D Animation 3D Printing Print Design Pictogram Design Interaction Design AI-Assisted Design	