

Titus Ebbecke

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SUMMARY

Mostly self-taught & interdisciplinary designer/artist/software developer. Built fully autonomous robots that paint non-human art, informed hundreds of exhibition visitors about climate change, social inequality and artificial intelligence with new human-machine-interfaces. I also craft high-fidelity app prototypes and cheesy student movies in which people die all the time.

EXPERIENCE

Bachelor Student

KUKA Deutschland GmbH

June 2019 – July 2019, Augsburg

Developed raster-image to CNC-paths algorithm. Supervised by head of corporate research Dr. Rainer Bischoff. Organized funds and a partnership with KUKA to create my bachelor thesis consisting of an KUKA industrial robot painting GAN generated artworks on canvas. Demonstrated full project in late September to KUKA R&D and marketing.

UX/UI Designer

Volkswagen AG

September 2017 – March 2018, Berlin

Developed and designed high-fidelity prototypes for a central app concept serving a fleet of well over a million cars in Framer/CoffeeScript. Worked with chat bots and similar predictive assistants. Conceptualized and designed UX flows for a variety of projects. Created UI and corporate design guidelines.

UI/UX Designer

Just Intelligence / opcy GmbH

February 2015 – March 2016, Hamburg

Conceptualized UI in Photoshop, integrated new UI with WinForms in .NET application. Designed two 4x5x4m exhibition stands in 2016 and 2018. Designed and shipped icons.

UI/UX Designer, Web Developer, Cinematographer

Freelance

January 2014 – now, Germany

Designed UI's and Frontends for a variety of desktop and mobile applications, developed/designed multiple websites for clients, directed/shot movies for advertisements/student films with team sizes ranging from 5 to 25 people.

EDUCATION

Bachelors of Arts in Design (With Distinction)

University of Applied Sciences Wuerzburg-Schweinfurt · Wuerzburg, Bavaria · August 2019 · 3.8 GPA

SELECTED COURSEWORK

Bachelor Thesis ("Artistic Creativity as a Property of Human and Artificial Intelligence")

KUKA Robot Language, Python (OpenCV, NumPy), WorkVisual, Generative Adversarial Networks, Soldering

4x4x2m installation. An industrial robot painting AI generated artworks without human supervision. Robot painted for >10 hours over a two day exhibition.

Interactive Media (Topic: Artificial Intelligence)

Python, PS, GAN's, TensorFlow, PowerShell, Linux (Bash), Git

Trained GAN's on creating novel non-human art. Setup & benchmarked GAN's and processing pipelines (VM's/Jupyter Notebooks). Dataset of 21,000 image, organized with PowerShell, optimized with self-developed face-detection based image-cropper (Python). Trained for >100 hours on VM's with 1 Tesla V100.

Interface Design (Topic: Climate Change)

Java, Photoshop, Motion Interpolation Systems

Created 4x2x3m interactive sculpture displaying change of north-polar ice cap. Scraped NASA/NSIDC satellite data and interpolated it with accuracy. Constructed metaphor-based interface to bring scientific methods & findings closer to 50-100 exhibition visitors.

SKILLS

Robotics: Worked with KUKA R1420, Installed robot & control-interfaces, setup near real-time communication with KRL-Ethernet, Taught myself KUKA Robot Language (Proficient), WorkVisual

Programming: Python (Self-taught, OpenCV & NumPy), Linux/Unix Shell, Git, JavaScript (DOM), Processing (Java), HTML/CSS (Proficient)

Design: Adobe CC (Proficient in: Photoshop, After Effects, Xd, InDesign, Premiere, Illustrator), Sketch, Digital Illustration/ConceptArt with Wacom Tablets

3D: Cinema 4D, 3DS Max, Maya, Photorealistic static rendering with Corona & Vray & Quixel Megascans/Bridge/Mixer, Unity

Cinematography: DaVinci Resolve, Premiere, AE, Worked intensively with Blackmagic Ursa 4K & BMCC & BMPC, Sony FS-Systems, Canon C-Series, Proficient in 4K RAW Workflow/Color Grading