

Jonas Wolter

Creative Coder

Interaction Designer

Media Artist



ABOUT ME

I am a young designer and programmer who loves to critically explore technology and is passionate about creating interactive experiences that blend physical and digital worlds.

SKILLS

UX & Interaction Design, Web Development & Design, Game Development & Design, Creation of interactive Media Installations, Creative Coding, Generative Art, Physical & Digital Prototyping, Data Visualization, 3D Design, Native Mobile App Development, Scientific Writing, Teamwork, Project Management, Video Production, Photography

TOOLS

Design: Figma, Affinity Designer, Adobe Photoshop, Lightroom, Cinema 4D

Interactive: Unity, TouchDesigner, MadMapper

Electronic: Arduino, Raspberry Pi

Video: DaVinci Resolve, Premiere Pro, After Effects

Audio: Reaper, Adobe Audition

PROGRAMMING

Languages: JavaScript, Java, Swift, Python, C, C#, R

Web: Svelte, Vue, React, Electron, Tailwind

Generative: P5.js, Three.js, TouchDesigner

PROJECTS

Various works in the fields of Creative Programming, Interaction Design and Media Art.

→ Portfolio at www.jonaswolter.ch

EDUCATION

2019 - 2022

Bachelor of Science Hochschule Luzern/FHZ in Computer Science, Digital Ideation

Joint interdisciplinary degree from the Design & Art and Computer Science Department

→ See diploma supplement document for details

2013 - 2017

Matura Kantonsschule Schaffhausen

Scientific profile, Focus Physics & Applied Mathematics

Complementary subject: Philosophy

WORK EXPERIENCE

July 2022 - January 2023

Interaction Designer & Programmer

Museum of Communication, Berne

2019 - Today

Freelancer

Web-Development & Design, Video Production, Photography

September 2018 - June 2019

Video Producer & Photographer

Module+, Advertising Agency, Schaffhausen

April 2018 - June 2018

Project Management Assistant

Mindfire Global, Foundation for Artificial Intelligence Research, Zurich

AWARDS & RECOGNITIONS

2023

Official Selection Mapping Festival Geneva

Interactive Experience «Don't Answer Be Happy», Bachelor Project

2022

Nomination Alumni Award Lucerne School of Art and Design

Interactive Experience «Don't Answer Be Happy», Bachelor Project

2021

Inclusion in Dean List, Department of Computer Science, Lucerne University of Applied Sciences and Arts

Awarded membership for outstanding academic achievements and excellent social skills

2021

2nd prize SDG Visualization Award, United Nations World Data Forum

Code generated Data Visualization on global deforestation, Course Project

2018

Incentive Award SAE at Youth Short Film Competition, Schaffhausen Film Festival

Short Film "This Idea", Independent Project

2018

National competition Swiss Youth in Science, Predicate "Very Good"

Extended matura thesis "Development of a digital learning companion - from learning methodology to app"

2017

Niklaus Wirth Young Talent Computer Science Award, ETH Zurich

Matura thesis "Development of a digital learning companion - from learning methodology to app"

2017

Award of Matura Thesis, Kantonsschule Schaffhausen

Matura thesis "Development of a digital learning companion - from learning methodology to app"

LANGUAGES

German: Native

English: C1

Cambridge Advanced Certificate

French: B2

6 months civil service in French in Sion

VOLUNTARY ENGAGEMENT

Young Greens Schaffhausen

Member of the founding committee

Long-time board member

Design and photography for election and voting campaigns

Climatestrike Switzerland

UX-Research, Information Architecture,

Visual Design and coordination of the development of the national website

INTERESTS

Arts & Culture, Creative Coding, Media Art, Photography, Film, Choir, Piano, Concerts, Vinyls, Traveling, Camping, Climbing, Bouldering, Hiking, Snowboard