

Jonas Wolter

Creative Coder

Interaction Designer

Media Artist



PROJECTS

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

→ Portfolio at www.jonaswolter.ch

ABOUT ME

I am a young designer, programmer and media artist 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, Physical & Digital Prototyping, Data Visualization, Creation of Interactive Media Installations and Live-Performances, Scenography, Generative Art, Video Mapping, Game Development & Design, Native Mobile App Development, Creative Coding, 3D Design, Project Management, Scientific Writing, Video Production, Photography

TOOLS

Design: Figma, Adobe Photoshop, Lightroom, Cinema 4D, Fusion 360, Affinity Publisher

Interactive: TouchDesigner, Unreal Engine, Unity, MadMapper

Electronic: Arduino, Raspberry Pi

Video: DaVinci Resolve, Premiere Pro, After Effects

Audio: Reaper, Ableton

PROGRAMMING

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

Web: Svelte, Vue, React, Electron, Tailwind

Generative: P5.js, Three.js, TouchDesigner

EDUCATION

2023 - Today

Master Media Design, HEAD Genève

Interactive Design, Prototyping, Creative Technologies, Connected Objects, Scenography, Games, Immersive Environments

2019 - 2022

Bachelor Computer Science, Digital Ideation, Hochschule Luzern

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

WORK EXPERIENCE

June 2023 - Today

Web Developer & UX/UI Designer

Maxomedia AG, Berne

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 AI Research, Zurich

AWARDS & RECOGNITIONS

2024

Official Selection “Beyond the clock” exhibition at Grand Prix d'Horlogerie de Genève

Media Installation “Temporal Traces”, Course Project

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”

INTERESTS

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

LANGUAGES

German: Native

English: C1

Cambridge Advanced Certificate

French: C1

2 years living in Geneva and Sion