Jonas Wolter

Creative Coder
Interaction Designer
Media Artist

ABOUT ME

I am a 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

Creation of Interactive Media Installations and Live-Performances, Video Mapping, Generative Art, UX & Interaction Design, Web Development & Design, Scenography, 3D Design, Data Visualization, Physical & Digital Prototyping, Game Development & Design, Native Mobile App Developement, Creative Coding, 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

PROJECTS

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

→ Portfolio at www.jonaswolter.ch

EDUCATION

2023 - 2025
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

April 2018 – June 2018
Video Designer & Technician
Rhyality Immersive Art Hall, Schaffhausen

June 2023 – April 2026
Web Developer & UX/UI Designer
Maxomedia AG, Berne

July 2022 – January 2023
Interaction Designer & Programmer
Museum of Communication, Berne

2019 - Today
Freelancer
Media Installations, Web-Development & Design, Video Production

September 2018 - June 2019
Video Producer & Photographer
Module+, Advertising Agency, Schaffhausen

AWARDS & RECOGNITIONS

2026
Berlin Artist Residency Grant (6 months)
Office for Cultural Affairs, Canton of Schaffhausen

2024
Official Selection «Beyond the clock» exhibition at Grand Prix dsaeHorlogerie 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