

JONAS OTTO

Interaction Tinkerer

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www.jonasotto.de

I am a diversely trained designer eager to join a motivated team of people from different backgrounds. It is my ambition to cross the borders between the digital and the physical world and solving the problems along the way. I am looking for a work situation with alternating challenges that push creative and contemporary boundaries cultivating and extending old and new skills.

EDUCATION —

2012 - present

Currently finishing MA Digital Media
University of the Arts Bremen, Germany

2009 - 2012

BA Digital Media
University of the Arts Bremen, Germany

EXPERIENCE —

During my studies I've been working as a freelancer in several web based projects, programming and designing studio and artist portfolios as well as online presences and a shop system. Additionally I worked for the University of the Arts Bremen documenting events, organising the admission exams, co developed concepts for the end of year exhibitions and taught fellow students in Processing and Arduino as a student tutor.

RECOGNITION —

AWARDS

German Design Award
Newcomer Nominee,
2015

Selected Work of :output 16,
2013

University Award Digital Media
1st Place,
University of the Arts Bremen,
2013

VLOW! Award Senior,
award for architecture and
spatial design,
2012

EXHIBITIONS

„As if“
Imigration Office
Bremen, Germany,
2014

„Rauchwolken und
Luftschlösser“
GAK Gesellschaft für
Aktuelle Kunst
Bremen, Germany,
2013

„Best Of Design“
Wilhem-Wagenfeld-Haus
Bremen, Germany,
2013

„Best Of Design“
Wilhem-Wagenfeld-Haus
Bremen, Germany,
2012

PUBLICATIONS

„Metalevel-Scanner“,
:output 16 Yearbook,
2013

„Der Metalevel-Scanner“,
„Rauchwolken und Luftschlösser. Temporäre Räume“,
Dennis Paul & Andrea Sick,
published by Textem Verlag,
2013

„extending spaces“,
with Henrik Nieratschker,
NO.ONE Magazin #2 „Lösung“,
2012

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SKILLS –

- Expertise in working with the Arduino and Processing environments.
- Able to design and produce pcbs in Eagle or fritzing and proficiency in the required soldering and electronics.
- Comfortable with giving and receiving critics (in fact I believe that a good critic culture is a thriving force for quality work).
- Adapative to various team constellations.
- At ease with free talk or presenting concepts.
- Proficient in designing 3D models for 3D printing in Cinema 4D and AutoCAD.
- Working with and designing for the lasercutter.
- Broad and stable knowledge of html, css and sass that I acquired mostly by templating for several cms such as WordPress, Joomla!, Drupal, Stacey and django-cms.
- Familiar with the Adobe Creative Suite. Proficient in working with Photoshop, Illustrator, InDesign, Premiere Pro and After Effects.
- Hate to give up on troubles.
- Currently improving my applied python knowledge

INTERESTS –

One could say I quite have an obsession for algorithmical structures and aesthetics in design, architecture and nature. I like to get inspired by connections between digital, physical and biological processes. I enjoy speculating about near future scenarios in terms of technology and society. This often goes hand in hand with my affection for sustainable design as well as my fascination for the immense inefficient dawn of most new technologies. I actively follow hacking and maker culture because I have got a passion for making and hacking things by myself especially the ones which do not exist yet in a way I imagine them. Furthermore I enjoy the experience of trying out new ways of creating.

Apart from the technical and digital world I feel the most comfortable building up and riding one of my bikes or cooking with and for other people. After all cooking, building up bikes and riding them somewhere is a lot about remixing and hacking ingredients and parts – that is discovering new spaces.