



marcel helmer
 helloWorld@marcelhelmer.de
 www.marcelhelmer.de

born 4.2.1988
 Paderborn
 Germany

2007-2009
 b.i.b. international college
 Paderborn
 Media Design Print + Web

2009-2012
 University of the Arts
 Bremen
 Digital Media B.A.

2012 - June 2014
 Royal College of Art
 London
 Design Interactions M.A.

I'm a communication and interaction designer focusing on technology based experiences in collaboration with science research, global brands and internationally exhibited artists and designers.

I develop spatial exhibition and installation works, experimental objects and communication experiences. I create software and hardware prototypes and analyse User Experiences and Interfaces.

Independent

since 2015 visiting lecturer - Royal College of Art, London
 Tutor for physical computing, prototyping and interactive design

since 2014 developer of hardware + software for
 art installations/design prototypes

since 2010 graphic, exhibition + spatial design communication

Kyoto D-Lab - Kyoto Institute of Technology - JPN

July 2016 - March 2017

Design Associate. Development of a collaborative science communication project with the department of applied molecular genetics at Kyoto Institute of Technology.

development and lead of student workshops:
 Bio Art+Design,
 Introduction to Programming for Designers

Proto/Meta - Experimental Design - UK/US

since July 2014

Co-founder. Experimental design studio proto/meta
 Concept development, design, prototyping, production,
 project management, funding application

Intel Collaborative Research Institute - Future Cities Research Group - UK

June 2013 - October 2013

Design Intern. Development of interactive installations, electronic/mechanic , prototypes and demos for workshops, education and research

ScienceIntermedia - Bremen - GER

June 2010 - May 2012

Designer. UX/UI development, graphic design, motion graphics and animation, design and development of screen based educational exhibition installations in collaboration with science research

languages

german
 first language

english
 business fluent

french
 basic knowledge

Other Institutions i worked with or for include: University of the Arts Bremen, Fraunhofer Institute, Helmholtz Society, Imperial College London, Science Gallery Dublin, Science Gallery London, Palais de Tokyo Paris and King's College London.



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design + design strategies

communication analysis, development and planning. Identification and definition of design strategies and challenges with a focus on social technology relationships and media interactions.

Future technologies and scenario development

academic workshop development focussing on physical computing, rapid prototyping and programming for creatives

typography, layout for print preproduction(PS, AI, ID)

video/photography documentation + editing (Pre, AE)

UI/UX analysis for web and software content, product interactions and packaging

technology development

rapid prototyping technologies, including vector based design and 3D modelling for CNC based machines such as CNC milling, laser cut or 3D printing (3DS Max, Solidworks, AI)

development of web content + applications using HTML5, CSS3, JavaScript (jquery, angular). Optimization and dynamic layouts for desktop and mobile devices.

Software applications, prototypes and interaction research in Java (Processing) and C++ (Arduino, OpenFrameworks)

Analog + Digital electronic circuit design principles.
Multilayer PCB layout, design and prototype production.