KAROLINE WINZER

Infinitely Curious Creative Technologist

SUMMARY

My mission is to build technology-driven, intuitive experiences that are lead by stories and activated by people. My philosophy is:

Robust systems make for good work.
Using the right technology for the right reasons makes for meaningful engagements.
Creative problem solving, teaching, and constant learning are tools of the trade.
Creativity + Technology + Audience = Magic

EXPERIENCE

Head of Learning Technology
Brunel University London

📅 07/2024 - Present   📍 London
- Managing a team to design and build digital learning experiences
- Identifying innovation and automation opportunities in Brunel systems
- Managing multiple projects simultaneously and balancing the needs of stakeholders across industry and academia

Creative Technologist and Designer
Freelance

📅 04/2019 - 06/2024   📍 London
- Created interactive physical experiences, performances, and websites, consulted on immersive theater and AR for Wellness projects
- Collaborated with multidisciplinary teams and worked independently, often leading creative technology and audience experience design
- Prototyped solutions to communicate concepts to stakeholders
- Clients include Louis Vuitton, Frameless & University College London
- Installations exhibited in Brunel University London, Computer Arts Society, Peckham Digital Festival, and XR Fest London

Creative Technology Instructor
Ignite Hubs

📅 04/2024 - 08/2024   📍 London
- Taught children aged 7-14, contributed to the programme curriculum, and communicated complex topics in understandable ways

Creative Technologist
House 337

📅 01/2023 - 11/2023   📍 London
- Led internal ethical AI automation rollout project across the business
- Worked on concepts for Apple, developed graphics and concepts to pitch for BBC, M&S, and Women's Aid
- Prototyped physical and digital solutions
- Educated creative and technical teams about creative technology through interactive projects and workshops

Technical Committee Member
Electronics and Visualisation in the Arts Conference

📅 11/2022 - Present   📍 London
- Organising the technical setup of the conference & troubleshooting technical issues in collaboration with the British Computer Society
- Redesigning the conference website for 2025
- Liaising with industry partners and technicians
- Peer reviewing papers about advances in immersive media

Translator
Heeresgeschichtliches Museum

📅 06/2021 - 06/2022   📍 Vienna
- Managed a team of 6 to organise classes, shows, rehearsals, and competitions for 230+ dancers across 6 dance forms

SKILLS

Animation, 3D, Video, Graphics & Real-Time
Motion Tracking, After Effects, Blender, Artivive AR, Touchdesigner, Premiere Pro, Illustrator, Photoshop, Unreal Engine

Hardware & Prototyping
Projection, Woodworking, 3D Printing, Robotics, Epoxy, Electronics, LIDAR

Coding
Javascript, HTML/CSS, Three.js, P5.js, Arduino, Github

AI and Generative Art
Prompt Engineering, Midjourney, ChatGPT, LLMs, Stable Diffusion

Presentation and Interaction
Interactive User Experience Design, Mockups and Prototypes, Management, Organisation, Optimization and Efficiency, Public Speaking, Presentations, Teaching, Writing

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Languages and Right to Work

**English (native), German (native).
EU and US Citizenship, UK Settled Status**

AWARDS | SPEAKING

Published author and speaker at Electronics and Visualisation in the Arts (EVA) Conference

2023: The Connection Framework: How Designers and Developers Can Impact Social Connection

2024: Immersive AI-Driven Language Learning: Animating languages through gamified encounters

Speaker and exhibitor at XR Fest London, 2022

Exhibited physical computing project MYCELIUM. Presented about ethically designing connection in XR experiences.

EDUCATION

BA Graphic and Media Design | Creative Computing
University of the Arts London

📅 10/2018 - 07/2022   📍 London
- Wide-ranging degree across graphics and interaction, focusing on creating interactive experiences for use in public spaces
- Peter Cannings Award for Interactive and Digital Media - Finalist
- Graduated with a 4.0 GPA

INTERESTS & PASSIONS

Rock Climbing, DIY, History, Mythology, Storytelling, Sociology, Linguistics