KAROLINE WINZER

Infinitely Curious Creative Technologist

About Me

My mission is to build story-led, tech-driven, human-centered experiences to communicate, connect, and empower. My skills comprise the following:
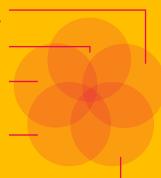
- **Coding/ Technology**
- **Visual Graphics**
- **Human Centred Design**
- **Narrative/ Storytelling**
- **Building/ Hardware**

I am infinitely curious, love to make people smile, and enjoy building physical and digital interactions with cross-functional teams.

Currently Learning

- Python
- Mandarin
- Unreal Engine

Passions and Interests

- Music
- DIY
- Bouldering
- Language, Linguistics and Sociology
- Storytelling and Animation

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EU and US Citizenship, Right to Work in UK

Software, Coding, AI, Electronics, Hardware

Software Skills
Adobe Creative Suite: After Effects, Premiere Pro, Illustrator, Indesign, Photoshop, Blender, Artivive AR

Coding Skills
Javascript, HTML, CSS, Arduino, Processing, Github, Three.js, p5.js, computer vision (ml5.js), Notion, Visual Studio Code

Hardware / Prototyping
Laser cutting, woodworking, 3D printing

Artificial Intelligence
In-depth knowledge of AI prompting and generative AI models with a focus on ethics, structure, and technical capabilities.

Stable Diffusion, Midjourney, ChatGPT

Education

UAL: London College of Communication
BA (Hons) Graphic and Media Design
London, 2018–2022

UAL: Creative Computing Institute
Diploma in Creative Computing
London, 2020–2021

Awards and Talks

Campaign Inspiring Women in Tech UK Awards 2024 Nominee

Published author and speaker at Electronics and Visualisation in the Arts Conference Journal 2023 for paper The Connection Framework: How Designers and Developers Can Impact Social Connection

Shortlisted for 2022 UAL Peter Cannings Award for MYCELIUM interactive work.

Speaker and exhibitor at XRArt Fest 2022, London.

Additional Skills

Mockups & Prototypes

Presenting & Workshops

3D Design/ Spatial Narratives

Languages

Native — Native — B1 Level

Experience

Ignite Hubs (Weekends)
Creative Tech Instructor
London, April 2024 - Present

Part-time creative technology teacher for students between 7-14. Creating presentations and co-designing curriculums.

Freelance Creative Technologist
Designer and Technologist
London, 2019 - Present

Interactive physical experiences and websites, immersive theatre, animation, illustration. Clients include **Louis Vuitton** and **Frameless** (both with Luke Halls Studio), **UCL Medical Researchers**

House 337
Creative Technologist
London, Jan - Nov 2023

Led internal **ethical AI rollout project**, worked on concepts for **Apple**, developed graphics and concepts to pitch for **BBC, M&S,** and **Women's Aid**. Prototyped physical and digital solutions, and supercharged House 337 tech knowhow through interactive projects and workshops

University of the Arts London
President of Dance Society
London, 2021 - 2022

Managed a team to organise 230+ members, shows, and classes across 6 dance forms

Admin Assistant
London, 2020–2022

Worked with budgeting and learning technologies, created timetabling systems, liaised with guest speakers

Stone Dog Studios
Set Design Intern
New Jersey, USA, Summer 2019

Constructed, painted, and assembled structures for live events in New York City

References Available Upon Request