

LAUREN THIEL

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EDUCATION

HEAD Genève (Sep. 2023 – Jul. 2025)

Master's in Media Design

- Specialized in interaction design, object design, and digital experiences.
- Explored AI, VR, AR, creative coding, and game engines.
- Conducted field research and collaborated with industry professionals.

HEAD Genève (Sep. 2020 – Jul. 2023)

Bachelor in Communication Visuelle

ESBDI Genève (Aug. 2018 – Jun. 2020)

Diploma in Illustration & Comics

ERACOM Lausanne (Aug. 2012 – Jun. 2016)

CFC in Multimedia Design

SKILLS

Programming & Tech: Python, Unity C#, P5.js, Front-End Web Dev, Arduino, Raspberry Pi, Electronics, 3D Printing

Design & Development: Object Design, User Testing, Prototyping, Market Research, Web Design, UI/UX, Interaction Design

3D & Animation: Cinema 4D, 3D Modeling, 2D Animation, Motion Graphics

Creative Software: Adobe Suite, Game Engines, Fusion 360

Personal Traits: Innovative, creative, social, resourceful, adaptable, eager to learn

Languages: French (Native), English (Fluent)

WORK EXPERIENCE

Freelance Work (2016 – 2018)

- Designed logos, websites, and event posters, improving graphic design and web development skills.
- Edited wedding photography and video, gaining experience in color correction and motion graphics.

Tiger Stores AG (Apr. 2018 – Aug. 2018)

Sales Associate

- Assisted customers and managed retail operations, developing customer service and teamwork skills.

DevFactory Sàrl (Aug. 2017 – Feb. 2018)

Web Designer

- Designed front-end web interfaces, enhancing UX/UI design and coding experience.

Host Family (Mar. 2017 – Jun. 2017)

Au Pair

- Provided childcare and managed daily routines, improving organization and adaptability.

Elleprod S.A. (Jan. 2015 – Jun. 2015)

Audiovisual Production

- Assisted with filming and post-production, gaining experience in video editing and production workflows.

Nadasdy Film Studio (Jan. 2014 – Jun. 2014)

2D Animator

- Worked on animation and compositing using After Effects, refining motion graphics skills.

INTERESTS

Technology & Innovation: VR Development, Programming, Digital Interaction

DIY & Sustainability: 3D Printing, Repairing Electronics, Battery Recycling

Bioactive Terrariums: Hands-on ecosystem design