

Tobias Rachl – UX Designer

Developing and prototyping new ideas for next-gen digital products. Interdisciplinary work in design and technologies.



Date of birth: September 3, 1991, Prien am Chiemsee
Contact: Ismaninger Straße 156, 81675 München
+49 (0) 151 / 275 84 313
mail@tobiasrachl.de

Skills & Qualifications

- » Experience in the iterative digital product development process within interdisciplinary teams and domain experts
- » Identification of new technological potential for next generation digital interfaces
- » In-depth knowledge of digital interaction patterns and principles of user-centered interface development
- » Prototyping of digital interactions for web and mobile applications in low resolution (wireframes, animations, click dummies) and high resolution (web components, app prototypes)
- » Profound knowledge of: Artificial intelligence including conversational agents; mobile/web-applications, virtual-/augmented reality, internet of things / physical computing
- » Languages: German (Native), English (Fluent), Spanish (Basic)

Professional Experience

Freelance Creative Technologist | 04/2015 - today

Customers: Koenig & Bauer, Daimler AG, Design & Systems, BSH Digital Ventures, Coperion, Zeyko, ASB GlassFloor

Work excerpt:

Koenig & Bauer / Design and Systems

- » Ideation, research and technical development of an AI voice assistant for Koenig & Bauer, acting as virtual employee
- » Highlights: Individual 24/7 support for industry printing machines, augmented reality training methods, assisted machine maintenance, verbal interaction with predictive maintenance system)
- » Awarded with the Lohn Price 2019

Daimler / Design and Systems

- » Deliver tangible prototypes for better evaluation of future digital values in self-driving cars
- » Integrating and developing virtual and augmented reality experiences as a key method for prototyping otherwise impossible or hard to build digital experiences

BSH Digital Ventures

- » Ideation, user research and MVP development for a digital health service / mobile application at BSH Digital Ventures
- » Focus on behavioral change by crafting individually tailored rituals through UX methods

Internship: Advanced User Experience Design | 09/2015 - 03/2016

Mercedes-Benz Research & Development North America, Sunnyvale (CA)

- » Prototyping of visual, haptic and auditive interactions in terms of new mobility and future cars

Tools

Web / Design / Prototyping

- » Web technologies: HTML, CSS, Javascript (Frameworks: Vue.js, Node.js, Express.js),
- » Adobe Creative Cloud, Sketch, InVision, Processing
- » IBM Cloud (Natural Language Understanding, Watson Assistant, Personality Insights), Google Cloud

Three-Dimensional / Immersive

- » Cinema 4D, Unity 3D, Apple ARKit, HTC Vive, Oculus Quest & Rift, Meta 2

IoT / Physical Computing

- » Arduino, Rasperry Pi, 3D-Printing, Fusion 360

Education

Master, Information Design | 09/2017 - 09/2019

University of Applied Sciences Würzburg-Schweinfurt

– Final Grade: 1,0

- » Research topic: »Systemdialog - Interfaces in the age of artificial intelligence«
- » Design and analysis of new interaction patterns with digital agents
- » Development of a framework for prototyping a mobile AI-first product
- » Analysis of the role of emotion and empathy in Human-Computer Interaction

Bachelor, Communication Design | 2013 - 09/2017

University of Applied Sciences Würzburg-Schweinfurt

– Final Grade: 1,2

- » Research topic: »Creative collaboration with artificially intelligent systems«
- » Development of a virtual reality application with focus on the creation of immersive information spaces
- » Generating new inspiration opportunities through spoken dialogue with a software agent