

SEBASTIAN HUNKELER

INTERACTION DESIGNER

sbhklr.com
hello@sbhklr.com

TOOLBOX

Design Methods Design Tools

Prototyping	Adobe AI, PS, ID
Wireframing	Sketch
Contextual Inquiry	Origami
Shadowing	Flinto
Storyboarding	InVision
Video Sketching	Adobe XD
Blueprinting	Fusion 360

Programming Hands-on

HTML & CSS & JS	Microcontrollers
Processing	Soldering
Framer.js	Woodworking
Python & Ruby	Sewing
Swift & ObjC	3D Printing
C & C++	Laser Cutting

RECOGNITIONS

Core77 Design Awards 2018

Student Runner Up - Service Design Award. Team members: Clara Subirats, Keyur Jain and Esther Bretschneider

IxDA Awards 2018

Winner in the Student 'Engaging' category. Team members: James Zhou, Jens Obel and Isak Frostå

Core77 Design Awards 2017

Student Winner - Interaction Award. Team members: James Zhou, Jens Obel and Isak Frostå

Innovation By Design Awards 2017

Finalist in the Student Category. Team members: James Zhou, Jens Obel and Isak Frostå

IxDA Awards 2015

Finalist in the Professional 'Optimizing' category. Team members: Kevin Gaunt, Philippe Zimmermann, Stephan Schalenberger, Felix Schmitz, Markus Stolze

EXPERIENCE

SEPT 2018
PRESENT

IXDS | MUNICH, DE

Senior Interaction Designer

Designing and prototyping future interactions for clients from a variety of industries such as the automotive or the home appliance industry. Helping clients to undergo digital transformation. The types of projects range from Interface & UX Design over Product Design to Service Design.

JUN 2018
PRESENT

ARDUINO | TURIN, IT

User Experience Designer

Designing and prototyping the user experience of the cloud based composer platform for the MKR Vidor microcontroller family to help Arduino users leverage the power of FPGA in their own projects.

MAR 2014
DEC 2016

UNIVERSITY OF BERN | BERN, CH

Project Manager

Product owner of the eOSCE e-assessment system. Directing the design and development of the product. Responsible for requirements engineering and relationship management with international clients. Developed and implemented processes for testing, integration and user support. Helped making eOSCE the official system in Switzerland for carrying out the federal exams.

AUG 2006
DEC 2016

LITTLE PIXEL | ZÜRICH, CH

Founder, UX Designer & Multimedia Developer

Helping clients to translate their business needs into custom-tailored digital solutions. Designing and implementing web applications and mobile apps.

MAR 2012
APR 2015

UNIVERSITY OF APPLIED SCIENCES RAPPERSWIL | RAPPERSWIL, CH

Software Project Manager (04/2013 - 04/2015)

Adjunct Instructor & Lecturer (2012 - 2015)

Research Associate (03/2012 - 03/2013)

Involving doctors, professors, psychologist and software engineers on how to design a user-friendly electronic medical skills assessment system and then later prototype, implement and test the result.

Lectured and tutored computer science MSc students, visual designers and architects on mobile application design and development (e.g. characteristics and ergonomics of mobile devices, sensors and communication channels, prototypes, mobile design patterns etc.).

Co-Advisor for various Computer Science Bachelor theses.

EDUCATION

JAN 2017
DEC 2017

COPENHAGEN INSTITUTE OF INTERACTION DESIGN | COPENHAGEN, DK

Interaction Design Master's degree

SEP 2008
FEB 2012

UNIVERSITY OF APPLIED SCIENCES RAPPERSWIL | RAPPERSWIL, CH

Master of Science in Engineering FHO, Computer Science