Timeline

Now

2022 - Now
Junior UX/UI Desinger
3D Artist Intern
DesignRaum GmbH

2020 - Now
UX/UI Designer
Design for cultural institutions
Self-employed at Überaktiv

2017 - 2020
Bachelor of Arts
Interaction Design
Zurich University of the Arts

2016 - 2017
Precourse
Zurich University of the Arts

2014 - 2015
Berufsmaturitätsschule
BMZ

2010 - 2014
Apprenticeship EFZ
IT System Engineer
Kantonale Verwaltung Zürich

14.06.1993
Date of Birth

Stefan Lustenberger

I am an Interaction Designer with a profound interest in defining user centric experiences and services. Due to my additional background as an IT system engineer, I am passionate about combining new digital technologies with design to enable novel interaction schemes. My technical expertise also allows me to work efficiently in technical teams and to quickly find compromises between optimal design and realistic implementation efforts. I am motivated by new challenges and am always looking for opportunities to improve myself, be it in a project environment or on the football pitch, where I am using my creativity to overcome the opponent's defense.

Skills

Design	Tools	Social & Languages
UI/UX Design	Blender / Cinema 4D / 3Ds Max	Teamplayer
Wireframing		Reliable
Prototyping	Figma / Adobe XD	Eager to learn
Service Design	Unity / Unreal Engine 4	
Design Thinking	Adobe Premiere Pro	German
AR/VR Design	Adobe Ilustrator	Engish
Digital Fabrication	Adobe InDesign	

Project Highlights

Zurich City Guide
Zurich Tourism wants to evolve its Zurich City Guide app from a digital point of sale for its ZurichCard to a companion app for visitors to Zurich.
The new app concept improves the visiting experience in Zurich, by supporting tourists in navigating the city, buying or booking tickets for public transport, museums, restaurants or city tours.

360° RoomConfigurator
The 360° RoomConfigurator, is a web-based real estate and product configurator to display photorealistic interiors in real time. Compared to existing configurators, it contains several innovations that make it easier and more attractive to use. For example, its implementation as a 360° panorama rendering or the integration of real material samples.

VR-Gesturing
By designing a user-inspired system of gestures for operating in virtual spaces I explored the new possibilities Virtual Reality offers for bridging physical and digital experiences.

Exhibitions

Zauberwald Lenzerheide 2018 - Thermagon / Blitzkraftwerk
Lichtkampus Hildesheim 2017 - Wetter mit Licht und Wasser

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