

GEORG REIL  
Interaction Designer

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## EDUCATION

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September 2005 – July 2010	Communication-Design (Diploma) University of Applied Sciences, Würzburg, DE
June 2010	Abitur Albertus-Magnus-Gymnasium, Regensburg, DE

## EXPERIENCE

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March 2014 – present	Strukt GmbH Vienna, AT  Strukt has shifted its main focus from interactive events and installations towards UX and UI design. Several of their today's clients are related to the field of mobility in terms of urban and domestic transportation. Design is highly process driven. As part of the design team I am responsible for developing interaction design concepts including wireframes and prototypes, as well as overseeing the visual design process and doing visual design work. Client workshops and presentations are part of the weekly routine.
January 2014 – March 2014	Freelance Designer Vienna, AT
November 2011 – December 2013	Mercedes-Benz Research & Development Palo Alto, CA, USA  Right in the heart of the Silicon Valley Mercedes-Benz has a research facility to push forward the digitalization of the modern car. The Advanced UX Design Team deals with human machine interaction of the future and develops ideas for the pre-series and research vehicles.

As a team member I created concepts and designs for novel touch input devices, gesture control and head-up displays. Building prototypes with actual hardware was crucial. A close collaboration was established between designers, human factor specialists and embedded system developers.

October 2008 – September 2011

Büro Zum Kuckuck  
Würzburg, DE

Zum Kuckuck is an award winning design studio with plenty of experience in classic web design and a specific eye for detail. Many of their clients come from the fashion and furniture industry. While still at university my task was to support the designers by making static layouts come to life with animations and interactivity. From early on I was involved in the concept, design and implementation process of trade show and point of sale exhibits.

September 2007 – September 2008

Evoluce AG  
Munich, DE

At the time the first iPhone made the topic multi-touch incredible popular I joined the startup company Evoluce that focused on big-scale multi-touch screens. Just as Microsoft with its original Surface device they had the vision to market a consumer product that was going to replace living room tables with interactive displays. I appreciated the opportunity to explore and prototype use case scenarios to demo the product to customers and potential investors.

## LANGUAGES

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German, mother tongue  
English, fluent

## KNOWLEDGE

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Tools

Sketch, Omnigraffle, Keynote, Invision, Adobe CC, Processing, Arduino (basic electronic skills), Framer Studio

Programming Languages

Java, Javascript (Angular, jQuery), CSS