



# Paula Trummer

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Date of birth: 09. June 1997

Portfolio-URL: [paulatrummer.de](http://paulatrummer.de)

what drives me is making technologies, knowledge and experiences more intuitive and accessible for everyone. it's all about breaking barriers & building bridges between and for people.

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Sept 2007 -  
Aug 2015

Christoph-Jacob-Treu  
Grammar school

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Lauf a.d. Pegnitz

Aug - Sept  
2015

Performance Theatre - Internship

Rimini Protokoll - "Adolf Hitler: Mein Kampf, Band 1&2", art festival Weimar

Sept 2015

Performance Theatre - Internship

SheShePop - "50 Grades of Shame", Berlin

Oct - Nov  
2015

Opera - Assistant Director

Director: Luise Kautz - "Pelléas et Mélisande", theater academy Hamburg

Jan - Jun  
2016

Event Service Employee

Company Buhl, Nuremberg

May - Jun  
2016

Movie - Directing Internship

Polyphon Pictures, ARD/Degeto - "Über die Grenzen - Alles auf eine Karte", around Offenburg/Lahr

Oct 2016 -  
Sept 2020

Justus-Liebig-University  
Applied Theatre Science (B.A.)

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Gießen

Dec - Jun  
2017

Festival organisation

Exhibition of Applied Theatre Science  
"Theatermaschine 2017", Gießen

Dec 2016 -  
Feb 2018

Event Service Employee

Company Buhl, Gießen/ Frankfurt

Mar - Aug 2018	International voluntary service/ Internship	Kulturweit, Sponsor: German UNESCO Commission, Goethe-Institute Cultural Programme Department, Yaoundé Cameroon
Dec 2018 - Nov 2019	Festival organisation	Discourse Festival (art, performance, science) "Never Again", Gießen
Mar 2019	Workshop participation	"Game Design", Games Academy, Frankfurt
Mar - Jul 2019	Waitress	Café Vanilla Bar, Gießen
Oct 2019 - Oct 2020	Waitress	Holzapfel Café-Bar, Stuttgart
Oct 2020 - Feb 2024	University of Design Interaction Design (B.A.)	Schwäbisch Gmünd
Aug - Dec 2022	Exhibition & Fair design - Internship	TULP Design, Munich
Feb - Jun 2023	ERASMUS - Semester abroad	École Supérieure d'Art et Design, Saint-Étienne

#### Academic work i like to mention

Apr - Jul 2020	Bachelor Thesis	"The hybrid game spatiality of location-based games - the game "Mindbombs" of the project 'Gameon2025'"
Oct - Feb 2017	Term Paper	"Imagination as a stage set for pen & paper games - Efficient construction of virtual worlds."

#### What tools i've worked with so far

Figma, XD, Protopie, Miro, After Effects, PremierePro, Webflow, WordPress (Elementor), InDesign, Phototshop, Illustrator, Rhino, Blender, Cinema 4D, Spark AR, Character Animator, Arduino, HTML/CSS/JavaScript - Github, Audition, Unity

#### Main design interests

Interaction Design, UX, Design Thinking Methods, Interviews & User Testings, Augmented Reality, Behavioural & Motivation psychology, Serious Games and Meaningful Gamification, Microanimations, 3D Worlds & Objects

#### Languages

German, Englisch, French