



Paula Trummer

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.

Education

Sept 2007 – Aug 2015	Grammar school, Abitur	Christoph-Jacob-Treu Gymnasium, Lauf a.d. Pegnitz
Oct 2016 – Sept 2020	Applied Theatre Science (B.A.)	Justus-Liebig-University, Gießen
Oct 2020 – Feb 2024	Interaction Design (B.A.)	Hochschule für Gestaltung, Schwäbisch Gmünd
Feb – Jun 2023	Design, specialisation: Media – contemporary digital practices (ERASMUS, B.A.)	École Supérieure d'Art et Design, Cité du Design, Saint-Étienne

Work Experience

Mar – Aug 2018	Cultural Programme Department, Voluntary service / Internship	Kulturweit, Sponsor: German UNESCO Commission, Goethe-Institute, Yaoundé – Cameroon
Aug – Dec 2022	Exhibition & Fair Design – UX-Internship	TULP Design, Munich

Further Experience

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 2016 – Oct 2020	Several Jobs as a Waitress	Company Buhl, Vanilla & Holzapfel Café-Bar,
May – Jun 2016	Movie – Directing Internship	Polyphon Pictures, ARD/Degeto – “Über die Grenzen – Alles auf eine Karte”, around Offenburg/Lahr
Dec – Jun 2017	Festival organisation	Exhibition of Applied Theatre Science “Theatermaschine 2017”, Gießen
Dec 2018 – Nov 2019	Festival organisation	Discourse Festival (art, performance, science) “Never Again”, Gießen
Mar 2019	Workshop participation	“Game Design”, Games Academy, Frankfurt

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."

Awards

2024	Award – New Talent 2024 “cosmo – discover the colours of language”	UX Design Awards
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Main design focus

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

What tools i've worked with so far

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

Some of my soft skills

Design Thinking and UX-Methods, User & Content Research, conducting & evaluating Interviews, User Testing, Workshop, Sprint, Wireframe, Persona, User Need, User Flow/Journey, Mapping, Informationsarchitektur, Navigationsstruktur, Storyboard, Screendesign, UI Design, Prototype & (3D) Visualisation, Animation...

Project Coordination in Interdisciplinary Teams, Documentation & Presentation

Academic Research and Writing, Exhibition and Theatre Analyses and Reviews

Languages: German , English *fluent*, French *proficient*

if you want to know more,
let's talk

and have a look at my work.... →

