

Education

2013 - to date:

Media and Interaction Design studies at the University of Applied Sciences Osnabrück

2009 - 2010:

English and history studies at the University Münster

2008 - 2009:

Social Sciences studies at the University Osnabrück

2007:

University entrance qualification at the Gesamtschule Schinkel Osnabrück

Work Experience

2015 - to date:

Interaction / UX designer at ISCOPE GmbH Osnabrück

2009 - 2013:

Temporary employment at Hellmann Worldwide Logistics Osnabrück

2007 - 2008:

Civilian service at the Marienhospital Osnabrück

2005 - 2007:

Temporary employment at Games Workshop Osnabrück

Specials

2016 (In progress):

Intercultural project with the American University of Sharjah (UAE), including a two week visit on site (May 2016)

2015:

Tutor for the courses Interaction Design I & Interaction Design II: Management of the Fab Lab, teaching of Arduino basics and physical prototyping - assistance during a sprint project with Bosch Siemens.

2014 - 2015:

Part of talks and exhibitions at: Resonate Festival (2015), Design Research Lab Berlin (2015), , Maker Faire Hannover (2015), European Media Art Festival (2014/2015/2016), DMY Berlin (2015)

2014:

Projectmanagement experience during a one week prototyping attempt with Scene-Kit for iOS.

Interests

- Interaction / UX / Game Design
- Web & Creative coding
- Stylized 3D Modelling / UV-Texturing
- Illustration, Typografie and Grafikdesign
- 2D/3D Motion Graphics and Film
- Physical Computing / Tangible Interfaces

Kevin John Moss

–INTERACTION DESIGN–

Am Kirchenkamp 26
49078 Osnabrück
Germany

+49 1 76 84 27 88 93

contact@johnmoss.de

Portfolio
k.johnmoss.de

Some of the tools I wield



Creative Cloud products



Processing (Java)



UX & Usability Engineering



Unity (C#)



Arduino



Cinema 4D



HTML 5, CSS3 & Javascript



Native Bilingual (German & English)