

Laurens Art Ramsenthaler

Interaction Designer and Creative Technologist · Immersive Installations and Physical Computing

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Based in London, UK
Open to relocation across Europe
Languages German (native), English (fluent), Spanish (basic)
Work status EU citizen (Austria). Eligible for UK Graduate Route



I like the tension between calm and motion, and I work it out in physical–digital things that move you: electronics, fabrication, code, game engines. I got here from graphic design, then interaction design, now creative computing, and I still carry an idea all the way through, layout and late-night soldering included.

EDUCATION

MSc Computing in the Creative Industries

UAL Creative Computing Institute, London · 2025 to December 2026
Modular path across creative computing, physical computing and creative robotics

BA Interaction Design

Harbour.Space University, Barcelona and Bangkok · 2022 to 2025
GPA 3.9 / 4.0
Interaction design with front-end development, high-tech entrepreneurship and digital marketing

Diploma, Graphic and Communication Design

HTBLVA Ortweinschule, Graz · 2015 to 2021
Conceptual thinking, branding, typography and interactive media

Additional courses

Hand Drawn Animation · DePaul University, Chicago
Game Development · Columbia College Chicago
Game Development · Flatiron School, Chicago
JavaScript for beginners · Fullstack Academy, New York

SKILLS

Creative Technology

TouchDesigner · Arduino · Unity 3D · projection mapping · hand and body tracking · sensors · addressable LEDs · motors · AR prototyping

Physical Making

Laser cutting · acrylic and mirror fabrication · electronics · soldering · presence sensing · unattended exhibition builds · basic Fusion 360

Interaction and Methods

Spatial interaction design · rapid prototyping · audience and user testing · exhibition production · iterative physical builds · motion design

Code and Technical Literacy

JavaScript · Vue.js · Python · ML foundations · Arduino · C# for Unity · HTML · CSS · creative coding · AI-assisted development

RECOGNITION AND TALKS

InterPlay Copeland Gallery, London	2026
Student-organised exhibition at Copeland Gallery, London	
NXT Talk OFF Festival	2025
Speaker on personal portfolio practice and interactive digital experience	
AI Prompting Workshop Heart n Soul, King's Cross	2026
Volunteer technical support for a UAL-led workshop with Heart n Soul, a London disability arts organisation	
Awwwards Site of the Day Nominee	2025
movesyou.me nominated for Site of the Day	

EXPERIENCE

Motion and Graphic Designer | Marmind

Graz, Austria · 2023 to 2024 · motion graphics and campaign visuals for a B2B platform

Design Intern | University of Chicago

Chicago, USA · 2019 · Annual Report cover selected for final print

Graphic Design Intern | Dialogschmiede

Vienna, Austria · 2018 · client branding concepts

SELECTED WORK

ParaBox	2026
Mirrored LED installation	
Concept, fabrication and electronics · InterPlay 2026, student-organised exhibition, Copeland Gallery, London	
- Designed and built a motorised infinity mirror object with 1,400 addressable LEDs; replaced an early biofeedback-driven sequence with a deterministic one so the piece ran unattended for four days straight. - Recorded 372 visits, 221 stays beyond 15 seconds and 67 complete viewings, with a median dwell time of about 20 seconds.	
TOOLS TouchDesigner · Arduino · Fusion 360 · laser cutting · NeoPixels · motors	
Flow	2026
Projection mapped interactive reef	
Interaction lead, team of three · UAL Creative Computing Institute · shown at InterPlay	
- Led interaction development for a hand tracked reef installation, integrating TouchDesigner, Leap Motion and dual projector mapping on a sculptural surface. - Testing with about 30 students identified input and feedback issues that informed the rebuilt exhibition version.	
TOOLS TouchDesigner · Leap Motion · projection mapping · camSchnappr · fabrication	
Reverse Tetris	2025
Physical game controller	
Hardware and firmware, team of three · UAL Creative Computing Institute	
Engineered an Arduino controller that detects physical tetrominoes on a 5 by 5 magnetic grid and sends shape data to Unity, scanning 25 cells with 10 pins.	
TOOLS Arduino · Unity · serial communication · diode matrix · laser cutting	
TENDOR	2024 to Present
AI climbing product	
Founder and lead designer · independent product venture	
- Designed and prototyped an AR climbing coach, including the product system, movement analysis interface and React Native MVP; explored body tracking with MediaPipe and DeepMotion. - User interviews reshaped the AR onboarding flow after early testing showed climbers did not trust auto-generated feedback without context.	
TOOLS Figma · React Native · Unity 3D · MediaPipe · DeepMotion · TensorFlow · Cursor · AR	