

# Simon Müller



# Media artist, Coder and Designer

## About me

I am a young media artist, designer and web developer. I enjoy combining physical and digital elements to create immersive experiences that explore the intersection of technology and humanity. What interests me about web development is its extraordinary accessibility, offering endless possibilities.

My hobbies include hiking, yoga and playing soccer. Scouting and an active and colorful cultural life in general form the center of my life.

## Contact

[hey@seimon.ch](mailto:hey@seimon.ch)  
[linkedin.com/in/seimon-m](https://www.linkedin.com/in/seimon-m)

## Projects

Various projects in the field of media art, web development and Interaction Design.

→ Portfolio at [seimon.ch](https://www.seimon.ch)

## Education

September 2019 - July 2022

**Bachelor's Degree in Digital Ideation -  
Focus Information Technology**  
Lucerne School of Computer Science and  
Information Technology

September 2018 - July 2019

**Bachelor of Science in Business  
Engineering (2 semesters)**  
Lucerne School of Engineering and  
Architecture

August 2016 - July 2017

**Professional Matura 2**  
Focus on technology, architecture and life science  
BBZ Biel

August 2012 - July 2016

**Electronics technician EFZ**  
Technische Fachschule Biel

## Professional experience

2021 - Today

**Freelancer**  
Web-Development & Interaction Design

November 2022 - February 2023

**Teaching Assistant at Powercoders**  
Civil service and internship

August 2012 - July 2016

**Psychiatric nursing assistance at UPD Bern**  
Civil service

May 2015 - September 2018

**Independant operation of a mobile phone  
repair location for MobileRevolution**  
Part-time

## Technical Skills

UX & Interaction Design, Web Development, Web Design, Creative Coding, creation of interactive installations, generative art, teamwork, project management, ethical design, user-centered design, building bridges and designing integrative solutions, collaboration in interdisciplinary teams

## Programming

**Languages:** JavaScript, TypeScript, Java, C, C#

**Web:** SvelteKit, React, Vue.js, CSS and HTML, Node.js, Socket.io

**Generative:** P5.js, Three.js

## Tools I use

**Design:** Figma, Affinity Designer, Affinity Publisher, Procreate, Lightroom

**Interactive:** TouchDesigner, MadMapper

**Electronic:** Arduino, Raspberry Pi

## Languages

**German:** Mother tongue

**English:** Fluent

## Awards & Recognitions

2023

### Official selection for the Mapping Festival in Geneva

Interactive Installation «Don't Answer Be Happy», Bachelor Project

2022

### Nomination for the Alumni Award at the Lucerne School of Art and Design

Interactive Installation «Don't Answer Be Happy», Bachelor Project

2021

### Inclusion in Dean List, Department of Computer Science, Lucerne University of Applied Sciences and Arts

Awarded membership for outstanding academic achievements and excellent social skills

## Voluntary engagement

Currently

### Scout leader and camp cook at Pfadi Aarewacht Lyss

Currently

### Editor of the association magazine «ahoi» of Pfadi Aarewacht Lyss