

VANESSA MARKOS

INTERACTION TECHNOLOGIST



PROFILE

Interaction Technologist (MSc) with a passion for crafting meaningful, data-driven user experiences — where rigorous research meets hands-on, creative making. I thrive at the intersection of human behaviour and technology, translating complex requirements into solutions that feel intuitive and purposeful. Driven by the genuine belief that good design can elevate how people experience the world.

RELEVANT WORK EXPERIENCE

- Research Assistant (Voluntary)** FEB 2019 – PRESENT
University of Twente, Enschede
Continuing post-thesis data analysis for the MOVUUT project in collaboration with MSc supervisor; working towards potential co-publication on movement synchrony and neurodiverse interaction research.
- Teaching Assistant (UX, HCI & HRI)** NOV 2021 – AUG 2025
University of Twente, Enschede
 - Technical Mentorship:** Mentored 300+ students on sensor-based systems, TUIs, and E-health solutions; diagnosed structural flaws in prototypes and coached teams to implement root-cause solutions.
 - Research & Compliance:** Guided teams through ethics applications and rigorous user testing protocols to ensure high academic and safety standards.
 - Instruction & Evaluation:** Led tutorials and workshops (e.g., Axure) for HCI/ HRI modules, including curriculum support, grading, and oral examinations.
- UX Design Engineer · Thesis & Internship** SEP 2019 – APR 2020
Ergosign GmbH, Hamburg
 - B2B System Design:** Contributed to complex industrial projects for Lufthansa Technik, STILL, and Hamburg Süd, translating stakeholder requirements into scalable design systems and high-performance UIs.
 - Prototyping & Strategy:** Developed user flows and high-fidelity interactive prototypes through rapid iteration, personas, and stakeholder validation.
 - Stakeholder Engagement:** Facilitated discovery workshops and on-site client presentations to align design decisions with operational needs.
- UX Design Intern** SEP 2018 – FEB 2019
Ergosign GmbH, Hamburg
Integrated into the design team at a leading UX consultancy; contributed to client and internal projects through wireframing, initial prototyping, and ideation sessions — gaining direct exposure to the full professional UX lifecycle alongside senior designers and client teams.

CONTACT

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EXPERTISE

Empirical UX Research
Interaction Design (IxD)
Rapid Prototyping
User Testing & Evaluation
Human-Centred Design
HCI / HRI

TOOLS & TECH

- Axure
- Figma
- Sketch
- Adobe CC
- Python
- R
- HTML/ CSS
- Optitrack & Motion

LANGUAGES

German Native
English Fluent, C2
Dutch Proficient, B2/C1

SCHOLARSHIP

Hans-Boeckler Foundation (2016–2025)

Merit-based scholarship of the German Trade Union Federation. Served as Chairwoman & Assessment Coordinator within the foundation.

ENGAGEMENT

Head of Design

Campus in Concert · 2017–2024

Annual large-scale student event at Hochschule Osnabrück. Led visual identity & cross-platform design.

EDUCATION

- Master Interaction Technology** SEP 2021 – AUG 2025
University of Twente, Enschede · Thesis Grade: 8.5
 - Technical MSc bridging Computer Science and Human Behaviour to develop interactive solutions with societal impact. Specialised in HCI, HRI, and Human-Centred Design, with a focus on Sports Interaction Technology and interdisciplinary project work.
 - Thesis:** Developed a Unity/OptiTrack experimental paradigm and a key Python data pipeline to analyse real-time motor synchrony, utilising circular statistics and CRP analysis for movement-based insights.
- Bachelor Media & Interaction Design** SEP 2016 – APRIL 2020
University of Applied Sciences, Osnabrück
Interdisciplinary degree merging design, information technology, and psychology. Developed a strong foundation in human perception and the ability to design complex system processes for intuitive and effective user interaction through rapid prototyping.