

Till Beyer

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PROFESSIONAL SUMMARY

I am a Cologne-based industrial designer who specialises in creating high-quality, long-lasting products. My four years of experience in commercial print production and manufacturing have given me a practical understanding of physical constraints, while my postgraduate design research in Cologne, Stockholm and Glasgow has provided me with different perspectives on product design. I am confident using CAD and CGI, and I can prototype functional electronic products thanks to my skills in physical computing and programming. I enjoy working in open, collaborative and fast-paced teams.

TECHNICAL & DESIGN SKILLS

CAD & 3D Modeling: Parametric and surface modeling (Fusion 360, Rhino), polygon/SubD modeling, sculpting, rigging, and texturing (Blender, Substance). Rendering (Cycles, Octane, KeyShot).

Physical Computing & Electronics: Microcontroller programming (C++, Python on Arduino, ESP32, STM32 and Raspberry Pi), sensor integration, circuit wiring, signal handling, while using multimeters, oscilloscopes, logic analysers and debug probes.

Software & Interactive Prototyping: Node-based visual programming (TouchDesigner, VVVV). Programming for microcontroller and ML systems (C++, Python). UX/UI design (Figma), and HTML/CSS/JavaScript for Prototyping.

AI & Machine Learning: Local ML and LLM workflows (Ollama, OpenClaw), generative AI (diffusion models, text-to-video, text-to-image, text-to-3D with A1111 and ComfyUI).

Digital & Physical Fabrication: Additive manufacturing (FDM, SLA, SLS), subtractive manufacturing (CNC machining 3–4 axis, CNC lathe, laser cutting/engraving), microsoldering, welding, thermoforming, surface finishing (metal anodizing, sanding, buffing, polishing), silicone casting, professional print technologies (Direct Digital, Screen, Offset, Pad printing).

Methodological Competencies: Systems thinking, rapid agile prototyping, cross-functional technical communication, sustainability and environmental design applying SDG goals, working with life cycle assessments, circular product strategies, and design for disassembly methodologies.

PROFESSIONAL EXPERIENCE

Technical Consultant & Lab Supervisor (Equipment Service)

Köln International School of Design (KISD) | Cologne, Germany | Oct 2024 - Aug 2026

- Act as an internal technical consultant, advising multidisciplinary design students on selecting optimal hardware, software, and fabrication solutions for complex prototypes, installations, and exhibitions.
- Manage the daily rental operation, maintenance, and safe usage of professional video, sound, and prototyping equipment.

Print Media Technologist

catdesign GmbH & Co. KG | Kleve, Germany | Jun 2016 - Aug 2017

- Evaluated the technical feasibility of diverse trade fair projects for high-profile clients.
- Managed production and quality assurance in the fast-paced environment of printing for exhibitions, events, and product fairs.
- Operated industrial machinery including large-format UV flatbed printers and 5m roll-to-roll UV printers, requiring deep knowledge of manufacturing constraints, physical tolerances, and material behaviours.
- Customer-facing project management and design consulting to ensure high-fidelity print outputs while troubleshooting production bottlenecks.

Apprenticeship: Print Media Technologist (Digital Printing)

catdesign GmbH & Co. KG / Berufskolleg Glockenspitz | Kleve & Krefeld, Germany | Jun 2013 - Jun 2016

- Completed a comprehensive three-year dual vocational training programme in media technology, mastering a variety of printing techniques.
- Developed an understanding of production timelines, deadlines, and time management in a professional print environment.

Technical Product Designer (Intern)

Ipsen International GmbH | Kleve, Germany | Aug 2018 - Sep 2018

- Gained experience with industrial CAD environments and manufacturing standards.

Electrical Engineering (Intern)

Hans Hussmann GmbH | Kleve, Germany | Aug 2012 - Sep 2012

- Introductory foundation in electrical installation, circuit wiring, and hardware maintenance.

EDUCATION

Master of European Design (MEDes)

Collaborative International Programme | Europe | Aug 2019 – Aug 2026

A Transdisciplinary design exchange program spanning both Bachelor's and Master's levels focused on innovative and internationally oriented design education. Structured across seven institutions in Europe.

Köln International School of Design (KISD) - Cologne, Germany

Master of Arts in Integrated Design (Aug 2019 - Feb 2026). Focus: advanced prototyping, physical computing, and integrating emerging technologies (AI/machine learning) into tangible design applications.

Konstfack University of Arts, Crafts and Design - Stockholm, Sweden

Master's exchange year in Design Ecologies (Aug 2023 - Aug 2024). Focus: Sustainability, Scandinavian design methodologies and more than human centered approach to spatial and physical experiences.

The Glasgow School of Art - Glasgow, Scotland

Bachelor of Arts (BA) exchange year in Design Innovation and Service (Aug 2021 - Aug 2022). Focus: user-centred research, service design, and translating complex technical capabilities into intuitive user journeys.

Abitur (Technical High School Diploma) - Engineering Technology

Berufskolleg Geldern | Geldern, Germany | Aug 2017 - Aug 2019

Specialised coursework in mechanical engineering, CAD, materials science (metal alloys), programming, physics, business administration, and applied mathematics.