

Touch Designer wanted:
Interactive Visual Prototyper (m/w/d)
part-time · paid one-year project · cologne

Join Morgenlicht for 1 year of Experimental Tech + Creative Projections

Join us for a year of playful development as Visual Prototyper! You'll create interactive visuals, showcase real installations, and grow your portfolio—all part-time and paid. You're excited about merging games, art and technology that enriches the physical world? This is your playground!

What We Do

- ⇒ Morgenlicht is creating **projected interfaces** using automated mapping, object tracking, tangible UIs
- ⇒ We're setting up a **3-person project team** turning ideas into profound proof-of-concept and vivid installations

What You Bring

- ⇒ **Fluent in TouchDesigner** – for workflows, coding and creative chaos
- ⇒ **Creative designer** with a teamwork-mindset and can-do-mentality
- ⇒ **Curiosity about startups**, creative tech & playful human-machine interaction

What You'll Do *Prior experiences are a Plus*

- ⇒ Design and build real-time visual systems in TouchDesigner, from setup to execution
- ⇒ Create and explore visual ideas for interfaces, data visualizations, and installations
- ⇒ Work with projection mapping, point clouds, and vibe code shaders
- ⇒ Shape the look & feel: from artsy experiments to clean UI for interaction
- ⇒ Set up projection mapping systems with an eye for both function and aesthetics
- ⇒ Shot, edit, and share results across web and social channels

FLINTA* & Students & Early-Career Professionals Specifically Welcome!

Whats in for You?

- ⇒ **Start:** ~ Q3 / 25, 1-year commitment, 3 days/week, €1200 / month
- ⇒ **Location:** Cologne, mainly in-person
- ⇒ **Flexible:** Works alongside studies or side jobs; potential to grow with the project and beyond

How to Apply?

1. Apply through our contact form (via [Link](#) or QR-Code)
2. Call and a small test project
3. Meet the team → Decision

This is where you see yourself?
– **Apply now via QR-Code!**

