

Rory Mason

Interaction Designer · UX/UI · Research · Prototyping

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PROFILE

Interaction designer in my final year at CODE University of Applied Sciences, creating usable experiences across digital, physical and audio contexts. I'm especially interested in products that integrate AI, and I currently bring experience design thinking to how CODE's campus events run.

EXPERIENCE

Events and Community Assistant (Working Student) · CODE University of Applied Sciences · Berlin *Aug 2026 to present*

- Introduced an experience design approach to event planning: mapping each event as a guest journey, then reworking layouts, signage and accessibility around the friction points it reveals.
- Streamlined event promotion with a reusable poster and signage template system, so events go from request to promotion faster and look consistent.
- Coordinate small and medium-sized events end to end, and write and design the monthly CODE Events newsletter on Luma.

Working Student, Interaction Design · CODE University of Applied Sciences · Berlin *Aug to Dec 2023*

- Supported up to 60 Interaction Design students over a semester, created lecture materials and helped set up the 2023 orientation semester expo.

Product Design Intern · Caliring GmbH · Berlin *Feb to Jul 2023*

- Designed and built three working prototypes with 3D printing, CNC milling and laser cutting, integrating sensors and electronics. All three were presented to potential clients.

Interior Design Intern · Facility Asia · Beijing *Jun 2018*

- Drew floor plans, managed the budget and selected furniture for a showroom.

SELECTED PROJECTS

- **The Jury's Out** (freelance, 2026): brand and website, with an AI programme companion, for an online programme by two London psychotherapists.
- **Bachelor's thesis**: semi-structured interviews with seven participants on what makes listening to recorded music at home feel meaningful.
- **Phonidex**: an iPhone turntable simulator for DJs, designed and built in SwiftUI.
- **CODE campus map**: a simplified campus map designed in Figma for visitors and new students.

SKILLS

- **Research and UX**: user interviews, usability testing, synthesis, journey mapping, information architecture, user flows, wireframing, prototyping, accessibility (WCAG)
- **Visual and UI**: UI design, design systems, typography, brand identity, animation
- **AI and code**: AI-powered features and conversational interfaces, AI-assisted workflows, SwiftUI, HTML/CSS, Git
- **Tools and making**: Figma, Adobe CC (Ps, Ai, Pr, Ae), Fusion 360, Xcode, Ableton Live, Arduino, 3D printing, CNC milling, laser cutting, soldering

EDUCATION

BA Interaction Design · CODE University of Applied Sciences · Berlin · On track for 1.7 or better *2022 to present*

Higher Education Certificate in Computer Science · Bangor University · Wales *2020 to 2021*

International Baccalaureate Diploma · Western Academy of Beijing *2020*

LANGUAGES

English (native) · Mandarin Chinese (HSK4, B2) · German (A2, working towards B1)