



Shaine Gerstner

Interactive Media Designer bridging UX, motion and 3D systems

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Social Media

 Instagram
@mondzhain

 LinkedIn
@Shain Gerstner

Sprachen

 German
Native

 English C1 Certified
Native

 Spanish
Fluent

Other Interests

 Video shooting

 Video editing

 AI Testing

 Creativity development

 3D art

Experience

Selected professional experience across agency, corporate, and independent studio work.

2024 – present

.ARK

Founder / Creative Technologist

Independent studio focused on interactive design, 3D, motion, and experimental web experiences.

Key contributions

- Led end-to-end design and build of interactive brand and web experiences
- Bridged UX, motion, and 3D into production-ready systems
- Worked directly with clients from concept to launch

2025

comvation

UI / UX Design Lead

Design lead responsible for UX strategy, visual systems, and interface quality across client projects.

cleverclip

2024 - 2025

Interaction Designer

Concept and design of interactive digital experiences with a strong focus on motion, storytelling, and user flow in an agency environment.

Education

Education and dual vocational training.

B:B

2024 - 2027

Höhere Fachschule Interaction Design

Practice-oriented studies in interaction design with a strong focus on UX, concept development, and real-world digital systems. Ongoing, part-time studies alongside professional practice.

swisscom

2021 - 2024

Interactive Media Designer (EFZ Apprenticeship)

Design and production of digital media and interactive content within a large corporate environment, bridging design quality and technical constraints.

Tools & Skills



Figma

UX/UI Design, Prototyping, Design Systems



Framer

Interactive Prototypes, Motion, Web Experiences



Adobe Suite

Visual Design, Motion, Media Production



Blender

3D Modeling, Materials, Motion Design



Da Vinci Resolve

Video Editing, Color, Motion



Webflow

Responsive Websites, CMS, Animations



Spline

Real-time 3D for Web