

## Profile **Tobias Ebsen**



Interaction Designer and creative developer with 10+ years of work experience. Holds a Bachelor's degree in Art History and a Master's degree in IT (Digital Design) from Aarhus University. Additionally, have completed a Ph.D. on digital art and the materiality of the screen.

Primary focus on designing, developing and implementing physical and digital experiences for a wide range of museums and exhibitions. I have extensive experience in prototyping, programming, user testing, implementation and maintenance.

Particular expertise in leading complex interdisciplinary collaborations, always aiming to create elegant, durable solutions where great user experiences and technical quality go hand in hand.

Current Head of Innovation, responsible for technology innovation strategies and initiatives, and manager of Yoke Lab.

**Tobias Ebsen (1981)**  
**Cand. it. i Digital Design**

Taarbæk Strandvej 69C  
2930 Kampenborg

T : +45 20 81 86 68

M: [tobiasebsen@gmail.com](mailto:tobiasebsen@gmail.com)

# Resumé Tobias Ebsen

## Work History

- 2014 – current Yoke ApS - Interaction designer, senior developer and head of innovation
- 2014 – 2014 Alexandra Instituttet - Interaction designer / creative software developer
- 2013 – 2014 Freelance creative technologist / software developer
- 2013 – 2013 University of Sydney - Design Lab, visiting scholar / creative technologist
- 2007 – 2009 CAVI - Aarhus University, Project assistant / software developer
- 2006 – 2008 Agilator I/S, Software developer
- 2000 – 2003 Human Resource Manager ApS, Software developer

## Education

- 2008 – 2013 Ph.d. at Institute for Communication and Culture, Aarhus University.  
Thesis: Material Screen - Intersections of media, art and architecture
- 2007 – 2010 Master's degree in Digital Design (cand.it.) at Arts, Aarhus University.  
Thesis: Towards a Media Architecture
- 2004 – 2007 Bachelor's degree in Art History and multimedia, Aarhus University

## Teaching

- 2012 – 2012 Interaction design, Digital Design (BA), Aarhus University
- 2011 – 2011 Use-oriented design, Digital Design (BA), Aarhus University

## Project Skills

- Management: Team motivation, coaching of junior staff, task prioritization, time management
- Design: Concept development, interaction design, design thinking, user testing
- Prototyping: Materials research, laser cutting, 3D printing, electronics
- Detailing: Technology research, project specification, technical drawings, budgetting
- Production: Software development, hardware design and development, on-site installation

## Technical Skills

- Languages: C/C++, C#, Java, Python, JavaScript, PHP, GLSL
- Frameworks: .Net, Node, Unity, openFrameworks
- Libraries: React, Next.js, OpenGL, OpenCV, FMOD
- MCU stacks: Nordic nRF52x, STM32x, Microchip SAMD, Microchip ATmega
- Environments: MS Visual Studio, VS Code, Cursor, TouchDesigner, Max/MSP
- CAD/Graphics: Rhino, Blender, GIMP, Adobe suite, Flgma
- Tools: Jira, Confluence, Git, Miro, Excel

## Language skills

- Danish: Native
- English: Fluent
- German: Intermediate

# Projects **Tobias Ebsen**

## **2024**

Børneriget Fonden : Mary Elizabeths Hospital. Exhibition in Industriens Hus (DK)

Frøslevlejren : interactive scale model. Interactive installation in Padborg (DK)

Wergelands Hus : Grunnloven. Interactive installation in Eidsvoll (NO)

## **2023**

Forskaren : Livsåren. Interactive lighting sculpture in Stockholm (SE)

LEGO House : Diversity & Inclusion. Custom earcups in Billund (DK)

## **2022**

Sverresborg Museum - Fotografen. Interactive installations in Trondheim (NO)

LEGO Campus. Atrium exhibitions in Billund (DK)

Designmuseum Danmark - In the making. Exhibition in Copenhagen (DK)

## **2021**

IKEA Museum - Our Roots. Exhibition in Älmhult (SE)

Ny Carlsberg Glyptotek - Lyt!. Sound installations in Copenhagen (DK)

Digital Hub Denmark. Showroom in Copenhagen (DK)

## **2020**

LEGO House - Mood Mixer. Installation in Billund (DK)

Aqua - Aborre. Interactive installation in Silkeborg (DK)

## **2019**

Konstruktur Op. 3 - Utzon Center. Interactive lighting art installation in Aalborg (DK)

IKEA - Democratic Design Days. Interactive installation in Älmhult (SE)

DI Topmøde. Conference in DR Koncerthuset (DK)

Brorfelde Observatorium - Jagten på Asteroider. Exhibition in Kvanløse (DK)

Icura sensor v2. Hardware device for Icura (DK)

## **2018**

Munch Museet - Skygger. Exhibition in Oslo (NO)

Konstruktur Op. 2 - Nikolaj Kunsthal. Lighting art installation in Copenhagen (DK)

IKEA Museum - Hacked. Exhibition in Älmhult (SE)

Geopark Odsherred. Exhibition in Nykøbing Sjælland (DK)

Esrum Kloster - Abbey Life. Exhibition in Esrum (DK)

DI Topmøde. Conference in Copenhagen Opera (DK)

Den Blå Planet - Korallrevet. Exhibition in Kastrup (DK)

Bølgen Over Vandet. Lighting installation in Randers (DK)

# Projects **Tobias Ebsen**

## **2017**

Konstruktur. Interactive lighting installation in Horsens (DK)

DI Topmøde. Conference in Copenhagen Opera (DK)

## **2016**

Sky Q - Digital Membrane. Interactive installation in multiple locations (UK)

Saint Gobain - Showroom. Exhibition in Ørestad (DK)

Intersections. Lighting art installation in Planetarium (DK)

FISK - Det Levende Køkken. Interactive installations in four locations (DK)

Ragnarock - Den røde løber. Sound installations in Roskilde (DK)

TONI. Hardware device for a startup company (DK)

## **2015**

Kronborg - Frederik & Sofie. Installation in Elsinore (DK)

Den Blå Planet. Exhibition in Kastrup (DK)

Dansk Arkitektur Center - Regnen Kommer. Installation in Copenhagen (DK)

Poème Mécanique. Sound sculpture in Montreal (CA) and Liverpool (UK)

VardeLED : Controller for addressable LED. Comissioned by Obscura/Vertigo (DK)

## **2014**

Atmosfære. Interactive concert lights for Alexandra Instituttet (DK)

Mosedø Fort. Exhibition in Karlslunde (DK)

Skanse III. Interactive projection at The Royal Library, Copenhagen (DK)

## **2013**

Carlsberg - A Wall to Remember. Light installation in Copenhagen Airport (DK)

## **2012**

PixlDance. Interactive light and sound installation for Musicon in Roskilde (DK)

## **2011**

DIGITS. Interactive light and sound installation for Roskilde Festival (DK)

## **2010**

Denmark Pavilion. Light facade for Shanghai Expo 2010 (CN)

## **2009**

Atmosphere. Light and Sound Installation. Copenhagen City Square (DK)

Climate Wall. Interactive Video Projection. Ridehuset Aarhus (DK)