Nikolaus Huber

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ABOUT

User interaction developer and lover of non-conventional displays focusing on furthering my understanding of the product development cycle and make a meaningful impact in client-product interaction.

EXPERIENCE

New Media Interactive Developer | Retiina

September 2025 - Present, Owings Mills, MD

• Researching trends in web presence in industrial automation. Working directly with management to redesign company website prototyped in Figma. Building functional prototypes with Astro, React, and Sanity CMS. Further work with posting automation using an open source linux-based project.

Exhibitor @ CES 2025 | Shiftall

January 2025 - January 2025, Las Vegas, NV

• Showcase next-generation virtual reality devices to potential clients and business partners. Provide personal feedback and suggestions on prototype devices.

Junior Technician | RIT Tech Crew

August 2022 - Present, Rochester, NY

• Aides in the setup, teardown, and operation of lighting and audio equipment for on-campus events at the Rochester Institute of Technology.

EDUCATION

New Media Interactive Development | RIT

August 2022 - May 2027, Rochester, NY

PROJECTS

Real-Time Digital Twins of Music Venues

September 2021 - Present, Personal

• Ongoing installations of virtual music venues for OpenXR devices using Unity, Blender, Resolume Arena, and various other programs. Connecting virtual clones to in person counterparts with bi-directional interaction.

Motorcycle Digital Dashboard

June 2025 - Present, Personal

• Prototyping a replacement dashboard for my 2002 Suzuki SV650 using an ESP32 and the Arduino GFX library. Modelling and 3D printing relevant housing and mounting components.

EXTRA-CURRICULAR

Leadership

• Vice President of the RIT Virtual / Augmented Reality Club.

• Events Manager of the RIT Electronic Music Club.

Achivements

• RIT Deans List — Fall 2022, Fall 2023, Spring 2023, Fall 2024

Organizations

• ACM Siggraph Member and attendee of Siggraph 2025.

SKILLS

Interaction Design   UI/UX
App Development
Prototyping
Real-Time Systems

Languages

JavaScript   HTML/CSS
C#   C++

Frameworks

Astro   React   Tailwind
Arduino   Express

Tools

Visual Studio   Git   Figma
Unity   Blender   Resolume
Touch Designer   Arduino