

SELECTED WORK · 2021 TO 2026

Mono Jacobi

Product Designer & Creative
Technologist

Five years of professional experience across product marketing, UX,
UI, campaign design, applied AI, visual systems and digital
operations.

AVAILABLE FROM
1 October 2026

BASED IN
Berlin, Germany

monojacobi.com



Design that connects products, systems and people.

I have passed all requirements for my B.A. in Game Design and Development. The degree is formally awarded in September 2026. My professional path began in December 2021 and already spans technology, luxury retail, UX, product marketing, visual design and applied AI.

I move between research, commercial context, interface design, campaign systems and implementation. That breadth lets me design ideas that are visually clear, operationally realistic and ready to ship.

5 years

PROFESSIONAL EXPERIENCE

4 roles

BEFORE COMPLETING THE B.A.

2 ventures

FOUNDED AND BUILT

1 October

AVAILABLE TO START

A professional track record before graduation.

2025-2026	ImmoScout24 Product Marketing, then Visual Design in Creative Studio AI	Internal progression into a broader campaigns and applied AI.
2025-NOW	ninesells.com & thenintharchive.com Founder, Product and E Commerce	Brand, storefront, marketplace pro
2024-2025	Ströer Working Student, UX and UI Design	Interfaces, icon systems, display co
2022-2023	Bulgari Working Student, Client Advisor and Luxury Sales	International client consulting and
2021-2022	Malteser IT and Quality Management	Digital operations, sensitive data a

ImmoScout24

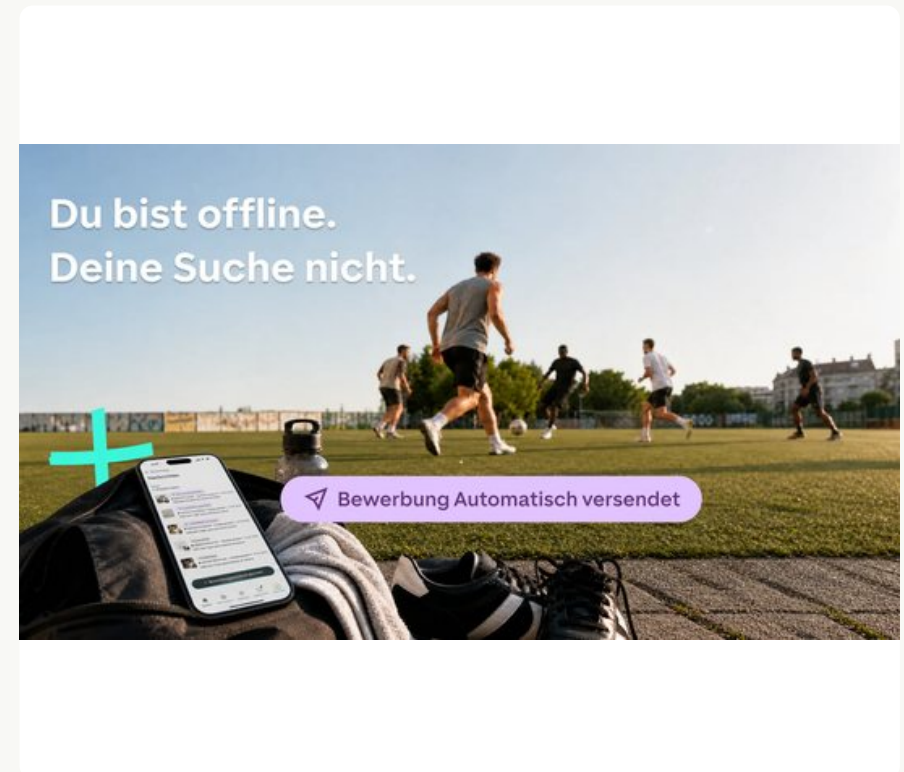
Working Student · Product Marketing, then Visual Design in Creative Studio AI

I started in the Young Seeker Product Marketing team and moved internally into Creative Studio AI in March 2026. The move expanded my remit from go to market work and performance reporting to visual systems, campaign production, AI image direction and brand compliant workflows.

FIRST COMPLETE CAMPAIGN

Automatic Application Sender

Concept, copy, visual system, AI image direction, interface integration and rollout assets developed end to end by me.



ALL IMAGE SCENES WERE GENERATED WITH AI, THEN ART DIRECTED, EDITED AND COMPOSED BY ME.

One role, two phases, a wider design scope.

Product Marketing · Oct 2025 to Mar 2026

Go to market work, product communication, market analysis and performance reporting for digital platform products.

Creative Studio AI · Mar 2026 to Sep 2026

Campaign concepts, product storytelling, visual production across display, social, email and video, plus AI enabled asset workflows.

MY BACHELOR WORK AT IMMOScout24 · FIVE YEAR NDA

I designed internal Custom GPTs that enable teams to create target group specific and brand compliant assets without advanced prompting knowledge. The tools are used at ImmoScout24. Prompts, research, internal assets, implementation details and results remain confidential.



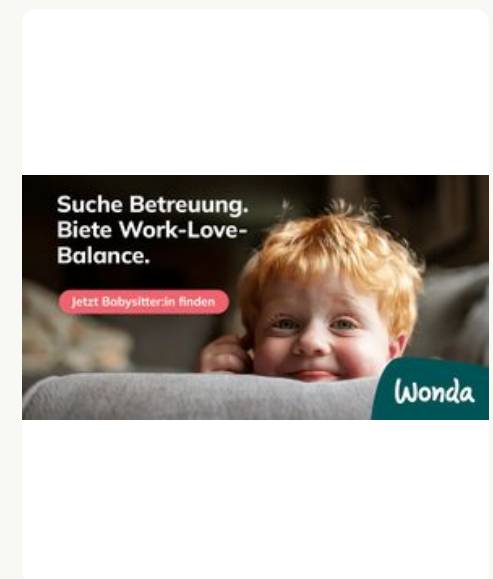
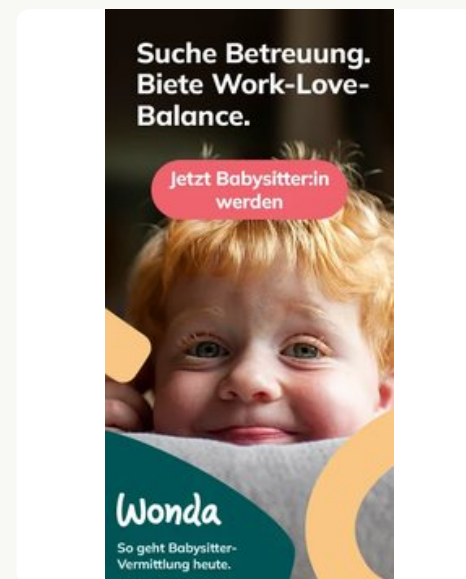
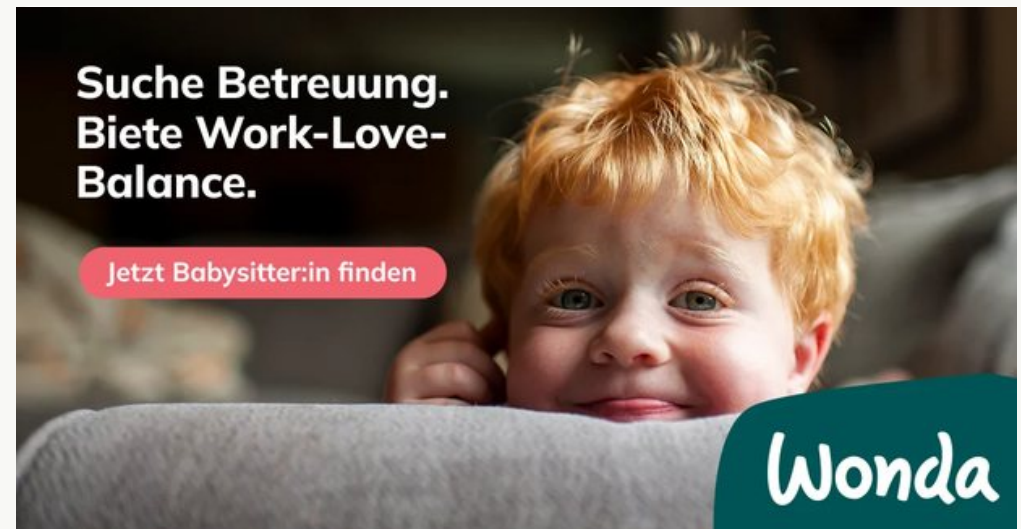
Ströer

Working Student · UX and UI Design

I developed user centred concepts, interface layouts, components and icon systems for Wonda, Lebensfreunde and StayFriends. I also created display advertising and out of home assets for digital screens and city light posters in agile teams.

FOCUS

UI and UX design
Campaign systems
Icon design
Motion and OOH production



ninesells

Founder · Brand, Commerce, Creative Direction and ETENIA HUB

I created the identity and storefront, photograph and list the products, manage sourcing and customer communication, and operate the commercial workflow. ETENIA HUB connects recurring listing, content, search, finance and bookkeeping tasks behind the store.



SELECTED OUTCOME

€16.2k+ GMV

147 sales in the first eleven months, built without paid advertising.

ninesells.de



The Ninth Archive

Founder · Product Design, Marketplace and Full Stack

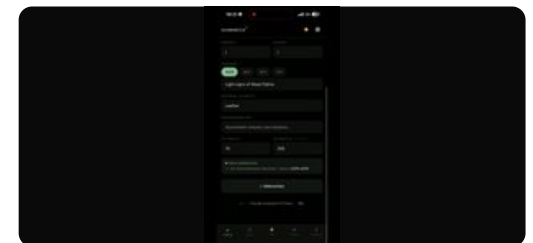
A marketplace product in development for vetted vintage and archive fashion sellers. I designed the buyer, seller and administration flows, the structured garment data model and the interface system, then implemented the working product in Next.js and TypeScript.



thenintharchive.com

ETENIA HUB · PRODUCT BUILT FOR NINESELLS

An internal operations product that consolidates listings, content, search work, finance and bookkeeping around one shared item record. AI assists with research and drafting while publication remains behind explicit human review.



Four games, four system problems.



UNITY · C# · GAME SYSTEMS · ORIGINAL AUDIO

SolLuna Racer

Five lap racing prototype with checkpoints, scoring, vehicle states and a day and night switch.



GODOT · GDSCRIPT · NARRATIVE SYSTEMS

Final Approach

Decision game in which earlier choices alter later situations, visible values and the ending.



STRATEGY PROTOTYPE · TEAM PROJECT

Earth Resource Exploitation

Resource extraction and industrial expansion balanced against ecological pressure.

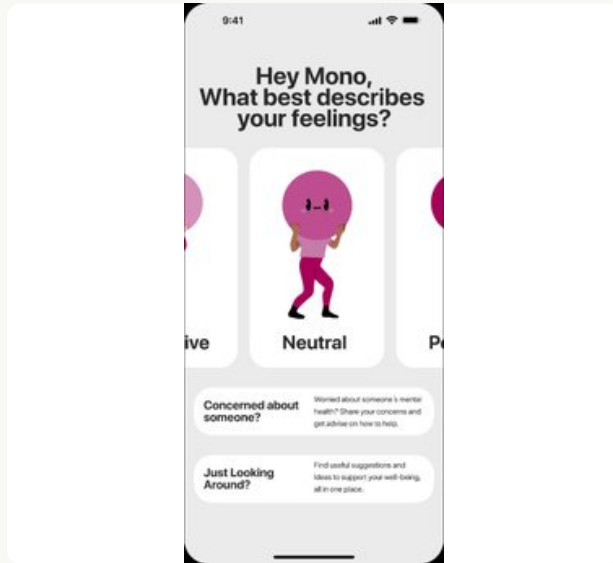


PROCESSING · JAVA · ARCADE SYSTEMS

Asteroid Dodge

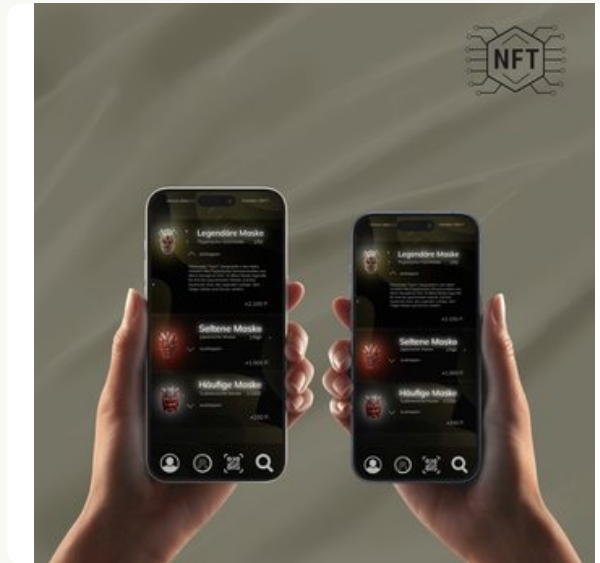
A complete arcade loop with constrained movement, collision feedback and escalating asteroid pressure.

Academic product work



Panic Attack Guide

A university UX prototype that routes students from a mood check to appropriate mental health support.



Scan, Learn and Trade

A team concept that rewards museum discovery and learning with limited digital collectibles.



fade/n

The responsive public archive I designed and developed for the 2026 Bachelor Design Gallery at Macromedia Berlin.

fadein.info

fade/n

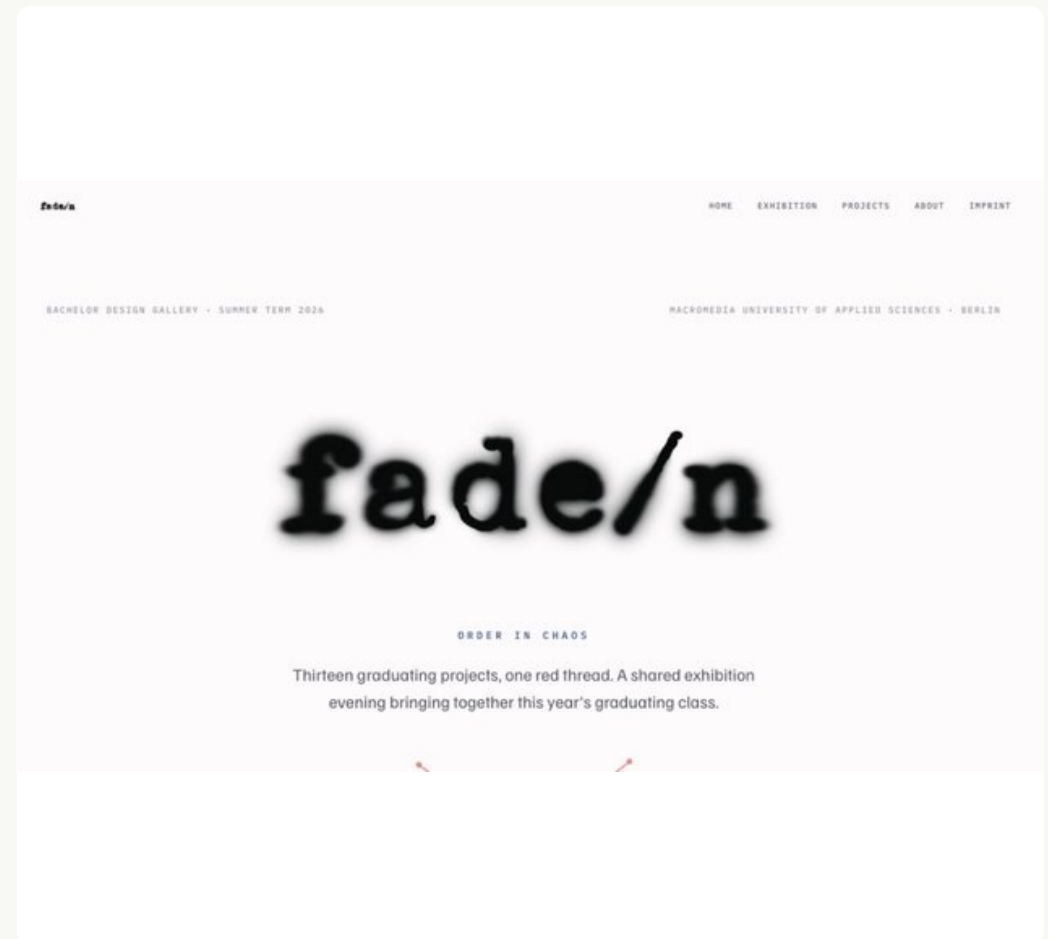
Web Design · Information Architecture · Frontend

I structured the content, designed the editorial visual system and implemented the responsive public platform for the 2026 Bachelor Design Gallery at Macromedia Berlin.

PRIVACY NOTE

Projects by other graduates are intentionally omitted or blurred. This portfolio presents only my platform design and development work.

fadein.info



Nomad 3D Studies

Character, anatomy, prop and environment studies created in Nomad Sculpt for the portfolio that supported my successful application to the University of Applied Sciences Berlin for the Bachelor's program in Game Design Development.



From concept to a working system.

Product and interaction

- Product design
- UX and UI
- Interactive prototyping
- Design systems
- React and frontend

Brand and communication

- Campaign concepts
- Visual design
- Format adaptation
- Product marketing
- Go to market work

AI and tools

- Custom GPT workflows
- AI image direction
- Figma and Adobe CC
- Codex and Claude Code
- Unity, Godot and Processing

AVAILABLE FROM 1 OCTOBER 2026 · BERLIN AND REMOTE

Product Design · UX/UI · Creative Technology · AI Design · Visual Design

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