

CV Tobias Ebsen

JOB HISTORIK

- 2025 – **Freelance**
- SPIO Systems: software udvikling, front-end
 - Eastwest Medico: full-stack, Next.js, React, Tailwind, REST, MongoDB
 - Yoke/Københavns Museum: front-end, Next.js, React, Tailwind, Web Audio API
- 2014 – 2025 **YOKE**
- Software udvikling: Unity (C#), Next.js (JS/TS, Tailwind, CSS, Html5, etc.)
 - Backend-integration: Strapi CMS, MongoDB, REST
 - Embedded software: Arduino (C/C++)
 - Interaction designer: Adobe Suite, Fligma, Blender, Rhino
- 2014 – 2014 **Alexandra Institutet, Center for Interactive Spaces**
- Software udvikler: openFrameworks, OpenGL (C++)
- 2013 – 2014 **Freelance, Yellow/ Carlsberg**
- Software udvikler: openFrameworks, OpenGL (C++)
- 2013 – 2013 **University of Sydney, Design Lab**
- Gæsteforsker: Faculty of Architecture, Design and Planning
 - Software/hardware udvikling, konceptudvikling, design, produktudvikling
 - Forsker: kvalitativ og kvantitativ analyse, medforfatter
- 2007 – 2009 **CAVI, Aarhus University**
- Projektassistent: Media Facades research project, EU funded
 - Software udvikler: Java, Netbeans, Processing, Max/MSP/Jitter
 - Forskningsassistent: kvalitativ og kvantitativ analyse, medforfatter

UDDANNELSE

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

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UNDERVISNING

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

SOFTWARE KOMPETENCER

Spprog: C/C++, C#, JavaScript, TypeScript, Python
Front-end: React, HTML5, Tailwind CSS, Web APIs (WebGL, Web Audio, etc.)
Back-end: Next.js, REST, MongoDB, MySQL
Environments: Unity, TouchDesigner, VS Code, Qt Creator
Tools: Co-pilot, Git, Github Actions, Jira, Confluence

LEDELSESKOMPETENCER

Personale: Team lead, motivation, goal communication, coaching
Administration: Stakeholder coordination, task prioritization, time management, budget keeping
Værktøjer: Jira, Confluence, Kanban, Excel

PROJEKTKOMPETENCER

Design: Concept development, interaction design, design thinking, user testing
Detaling: Technology research, project specification, CAD drawings, budgetting
Production: On-site stakeholder coordination, quality assurance, delivery plans

IT KOMPETENCER

Concept: Miro, Pinterest, PowerPoint, Dall-e, Runway ML, Stable Diffusion
Design: Rhino, SketchUp, Blender, GIMP, Adobe suite, Figma
Project: Excel, Word, Jira, Confluence

SPROG

Dansk: Modersmål
Engelsk: Flydende

Profil **Tobias Ebsen**



Softwareudvikler og interaktionsdesigner med over 12 års erhvervserfaring. Har en bachelorgrad i kunsthistorie og en kandidatgrad i Digital Design (MSc. IT / cand.it) fra Aarhus Universitet. Under uddannelsen arbejdet som forskingsassistent på Center for Avanceret Visualisering og Interaktion.

Har udviklet og implementeret digitale oplevelser for en bred vifte af museer, udstillinger og organisationer. Jeg har omfattende erfaring med design, prototyping, programmering, brugertest, produktionsplanlægning, implementering og vedligeholdelse.

Særlig ekspertise i at lede komplekse tværfaglige samarbejder med målet om altid at skabe elegante, holdbare løsninger, hvor kvalitet og den gode oplevelse går hånd i hånd.

Tidligere innovationschef med ansvar for innovationsstrategier og eksperimentelle designs samt daglig leder af Yoke Lab.

Tobias Ebsen (1981)

MSc. IT, Ph.d.

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Projekter **Tobias Ebsen**

2025

Eastwest Medico: Ordercast. Inventory and order forecasting system (DK)

Københavns Museum : Lyden af København. Exhibition in Copenhagen (DK)

Dauids Samling: Trapperummet. Lighting installation in Copenhagen (DK)

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)

Projects **Tobias Ebsen**

Esrum Kloster - Abbey Life. Exhibition in Esrum (DK)
DI Topmøde. Conference in Copenhagen Opera (DK)
Den Blå Planet - Koralrevet. Exhibition in Kastrup (DK)
Bølgen Over Vandet. Lighting installation in Randers (DK)

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)
Mosede 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)