

Debaditya Bhowmik

Instructional Designer · UX & Visual Systems

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PROFILE

Instructional designer with nearly a decade of experience building digital learning for technical and industrial environments. I design e-learning that treats invisible processes — hydraulic flow, electrical current, tool handling — as things a learner can click, test and get wrong safely. Background in computer science and visual design, which means I take a module from needs analysis and storyboard through to the finished interactions, illustrations and SCORM package myself. Currently completing an M.Sc. in Digital Media in Bremen and looking for a permanent role in learning design, learning experience design or UX.

PROFESSIONAL EXPERIENCE

Oct 2024 – Oct 2026
Hamburg, Germany

Instructional Designer (Werkstudent)

Hapag-Lloyd AG · Logistics & Shipping

- Developed training programmes for internal enterprise systems, from needs analysis through storyboard to published module.
- Produced digital learning content with a UX-led approach — structuring information around how users actually work through a task rather than around the system's menu tree.
- Created supporting visual and communication assets to keep learning material consistent across programmes.

Oct 2020 – Oct 2024
Hamburg, Germany

Instructional Designer (Werkstudent)

Nordex GmbH · Wind Energy

- Designed wind turbine systems training for service technicians in Articulate Storyline, delivered via LMS: Hydraulics Basics, Basics of Converter and Electrical Equipment Handling.
- Built Hydraulics Basics from zero — no prior material existed — taking technicians from no hydraulics knowledge to reading real circuit diagrams, using step-sequenced animations, symbol flip-cards and click-to-reveal component explorers.
- Designed an adaptive, diagnostic-first converter module during the COVID-19 lockdown: a per-topic pre-test unlocks or skips content individually, so every learner reached the same baseline before follow-up sessions, verified by a final assessment covering skipped topics.
- Built an interactive multimeter and voltage-tester simulation so technicians could turn dials, attach leads and choose the wrong tool safely before handling live equipment at height.
- Worked in both ADDIE and SAM frameworks depending on project constraints; handled UX/UI, illustration and motion for all training material.

Mar 2019 – Aug 2019
India

Graphic Designer · UI/UX Designer

Dozee · Health Technology

- UI/UX design for product interfaces, alongside motion graphics and brand assets.

2017 – 2019
India

Graphic Designer & Design Consultant

Freelance · Various Clients

- Visual content for training, internal communication and brand identity across a range of clients.

EDUCATION

2019 – 2026

M.Sc. Digital Media

University of Bremen · Bremen, Germany

- Interaction design, media technology and computational art; studied part-time alongside working-student roles.

2015 – 2019

B.Tech Computer Science & Technology

National Institute of Technology · Agartala, India

SELECTED PROJECTS

Ongoing

Embodied Generative Art

Independent research project · TouchDesigner, MediaPipe, ComfyUI

- A system that turns physical gesture into a generative image prompt: hand movement while moulding clay is tracked with MediaPipe, classified through Laban Movement Analysis into Weight, Space, Time and Flow, and mapped to generation parameters in ComfyUI.

Navaliga Store — Brand Identity

Football teamwear · Bremen / India

- Full visual system from hand-painted symbol to tessellation family, category icons, typography rules and website design.

Flavar — Brand Identity

AI food intelligence platform

- Visual language built on a single curves recipe applied across archival imagery, with glass panels and visible pen-tool paths as the structural counterweight.

SKILLS

Instructional Design

ADDIE · SAM · Blended learning · Adaptive learning paths · Assessment & formative check design · Storyboarding · Needs analysis

Authoring & Delivery Design

Articulate Storyline · SCORM · LMS platforms

UX/UI design · Visual systems & brand identity · Figma · Adobe Photoshop, Illustrator, InDesign, After Effects · Illustration

Creative Technology Foundation

TouchDesigner · ComfyUI · MediaPipe

B.Tech Computer Science — comfortable reading technical documentation and working directly with engineers and SMEs

LANGUAGES

Bengali

Native

English

Fluent — working language in all roles to date

Hindi

Fluent

German

Basic (A2) — actively improving

Bremen, 19 August 2026