

Paul Kokott UX Design

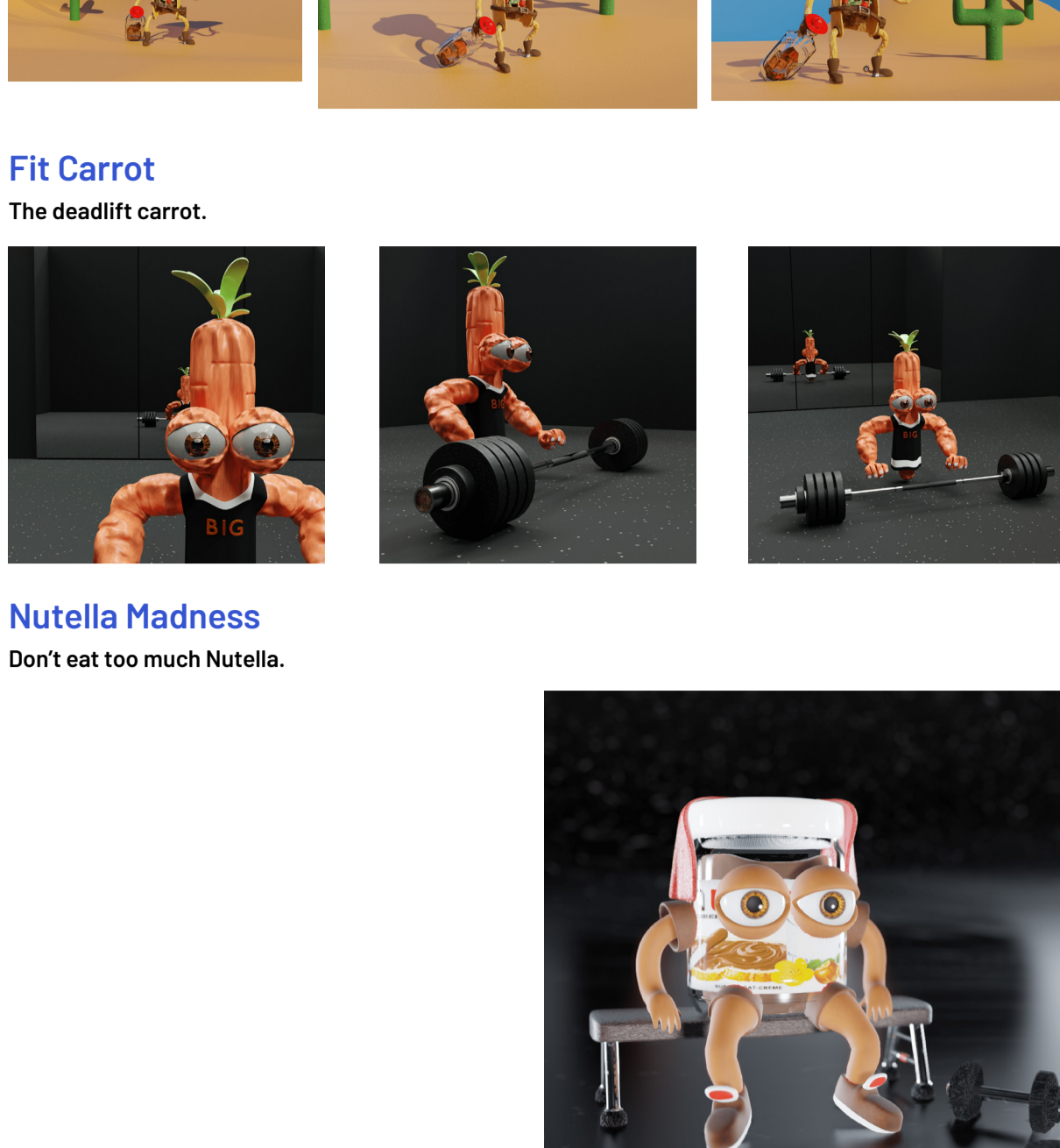
Portfolio

Blender

Funky Food Collection

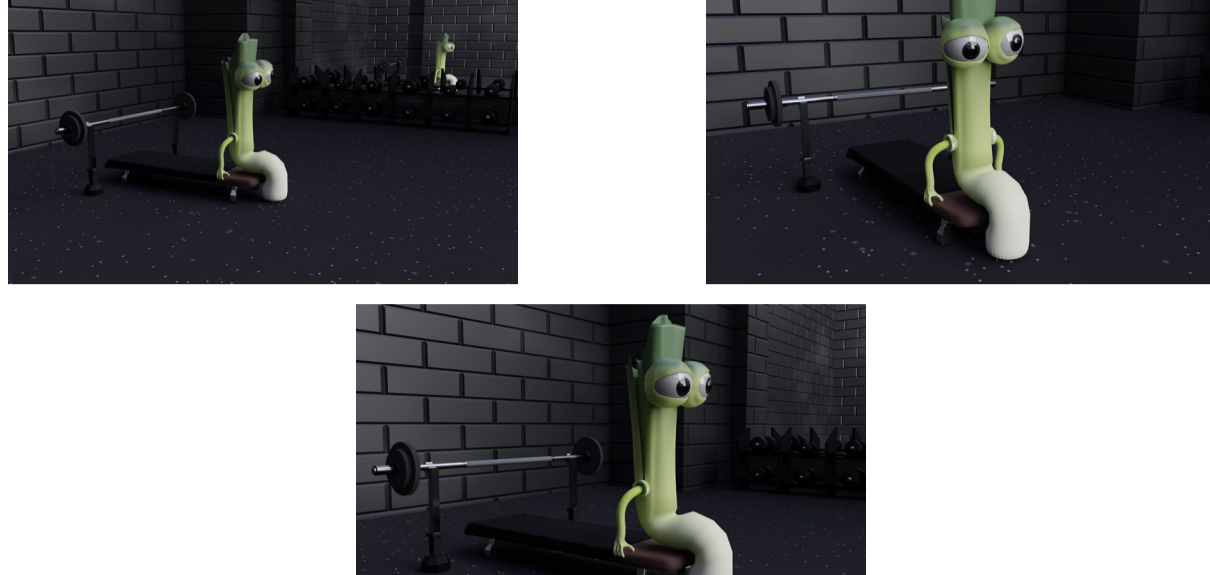
Burger Time

One of my very first 3D artworks.



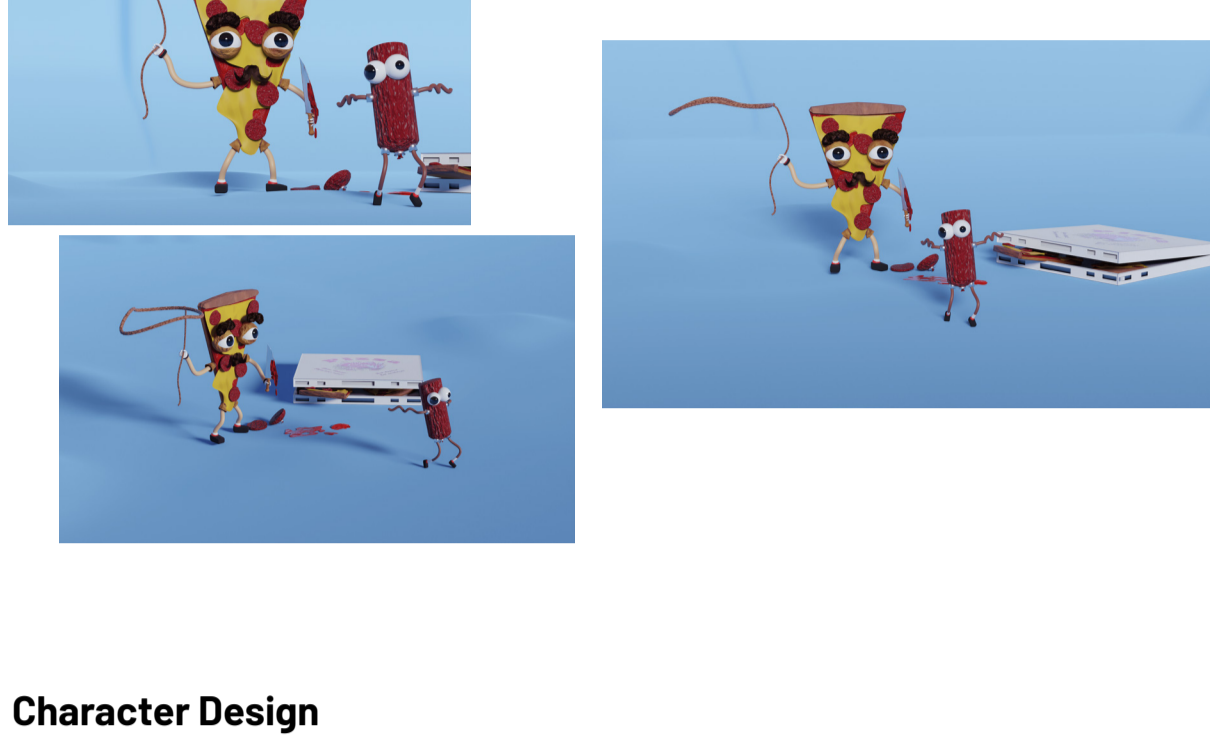
Taco Tequila

Character design with Mexican touch.



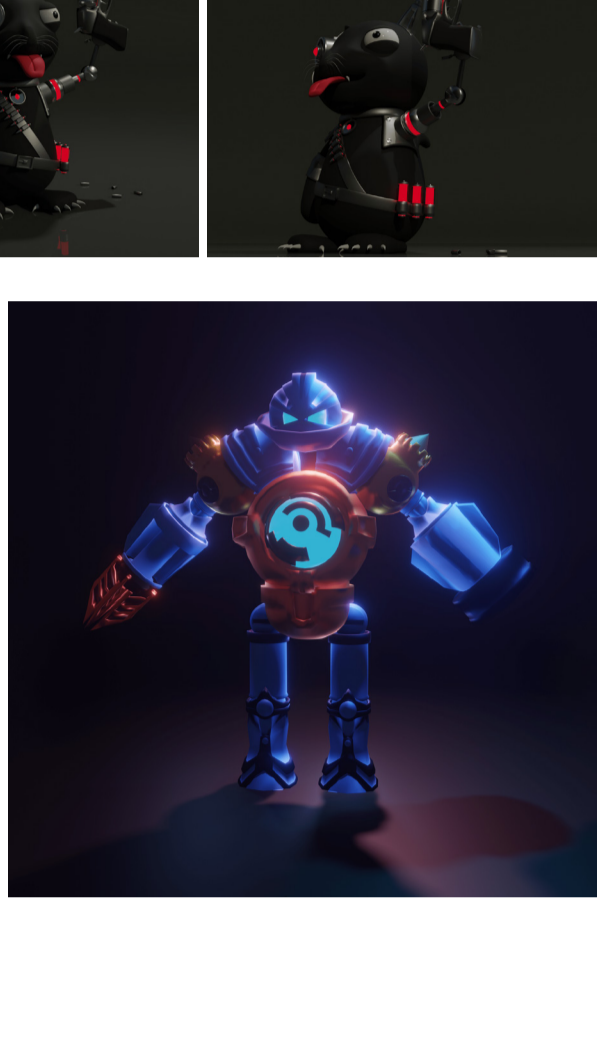
Fit Carrot

The deadlift carrot.



Nutella Madness

Don't eat too much Nutella.



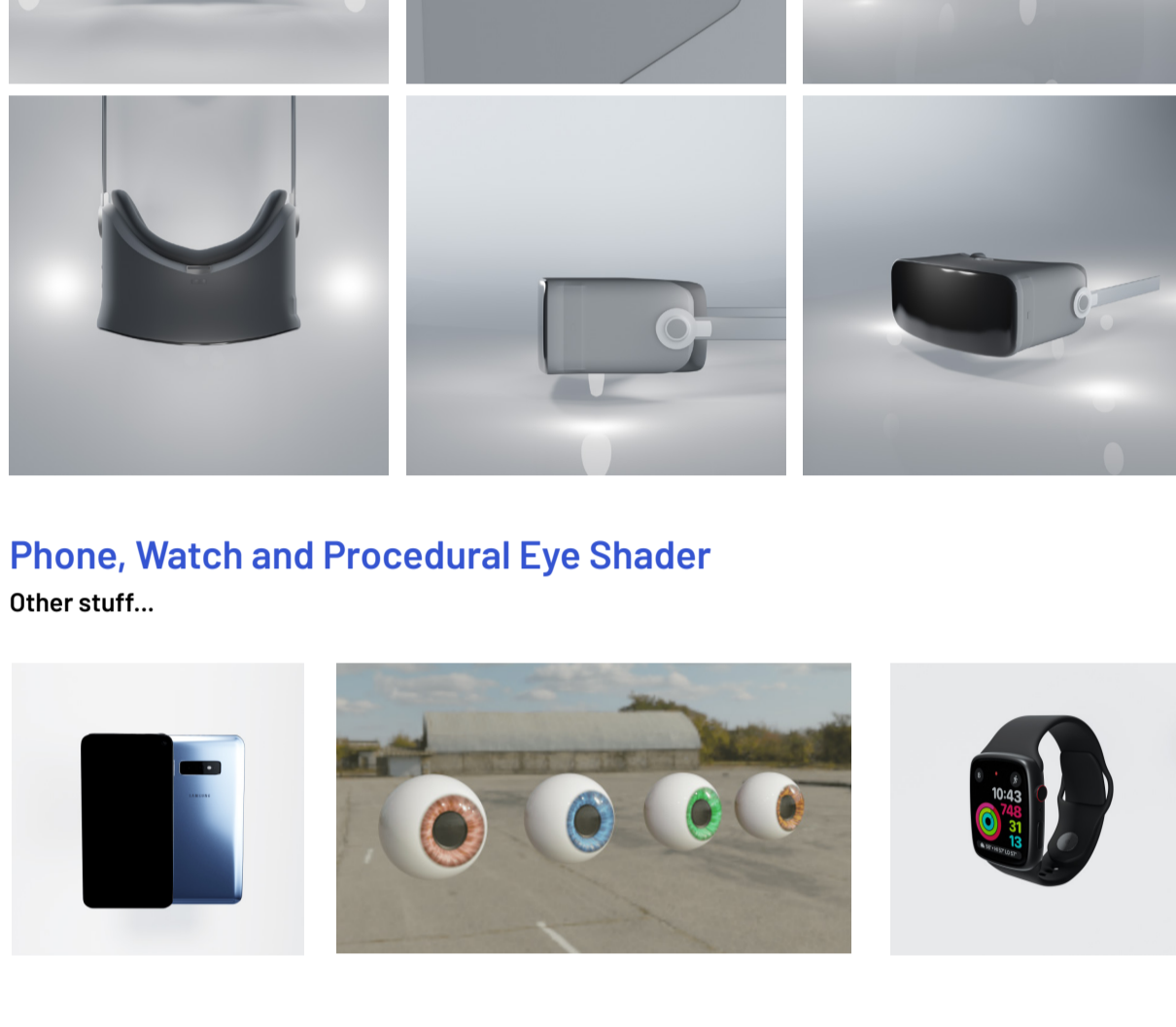
Bench press leek

A leek during bench press.



Pizza Cowboy

Please more salami on the pizza.



Character Design

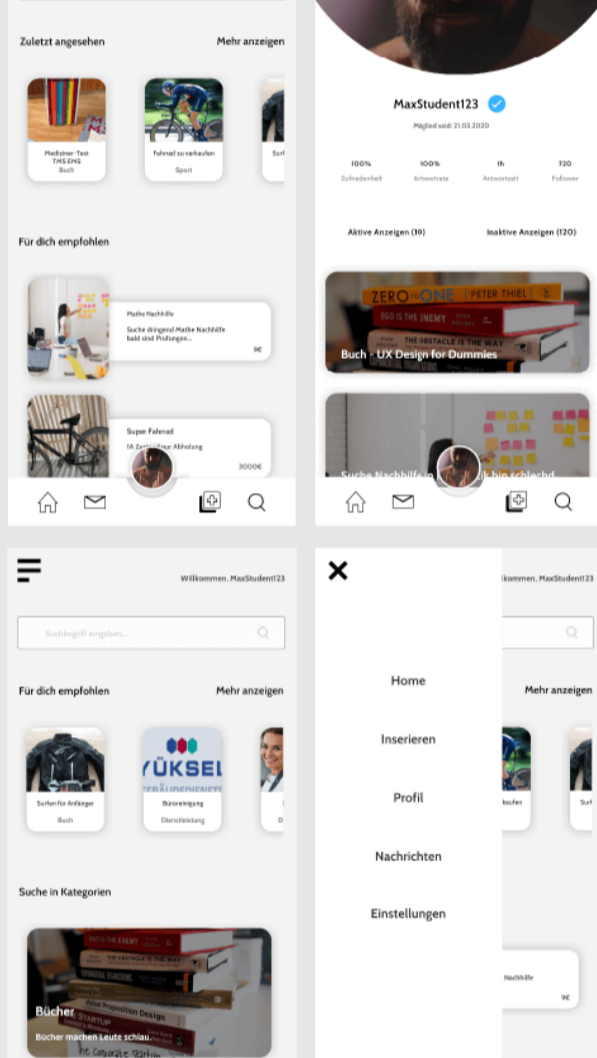
Catinator

Cyborg cat inspired by my cat, Morli.



Atlas

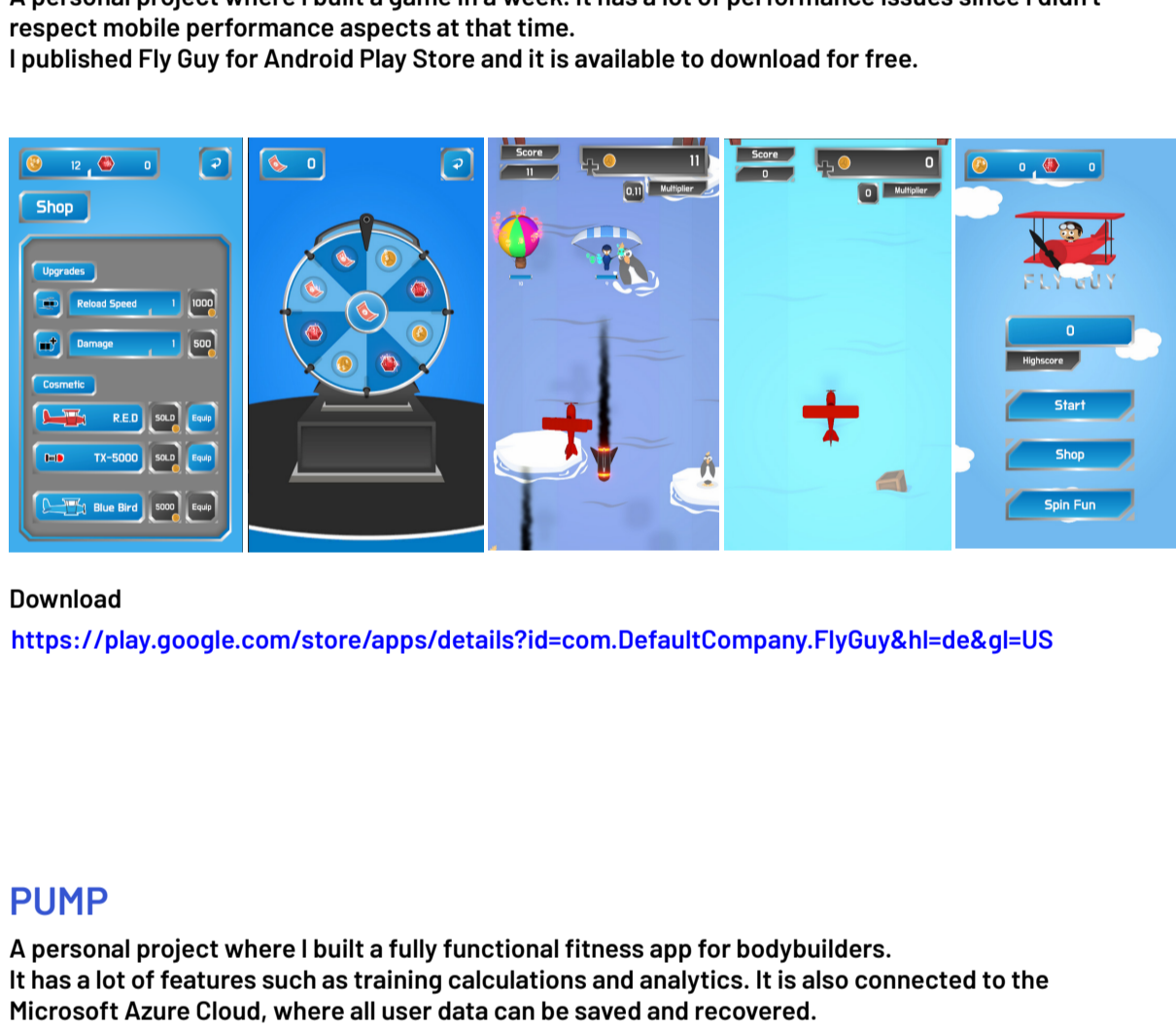
Rebuild a mobile game character.



Car Design and Other

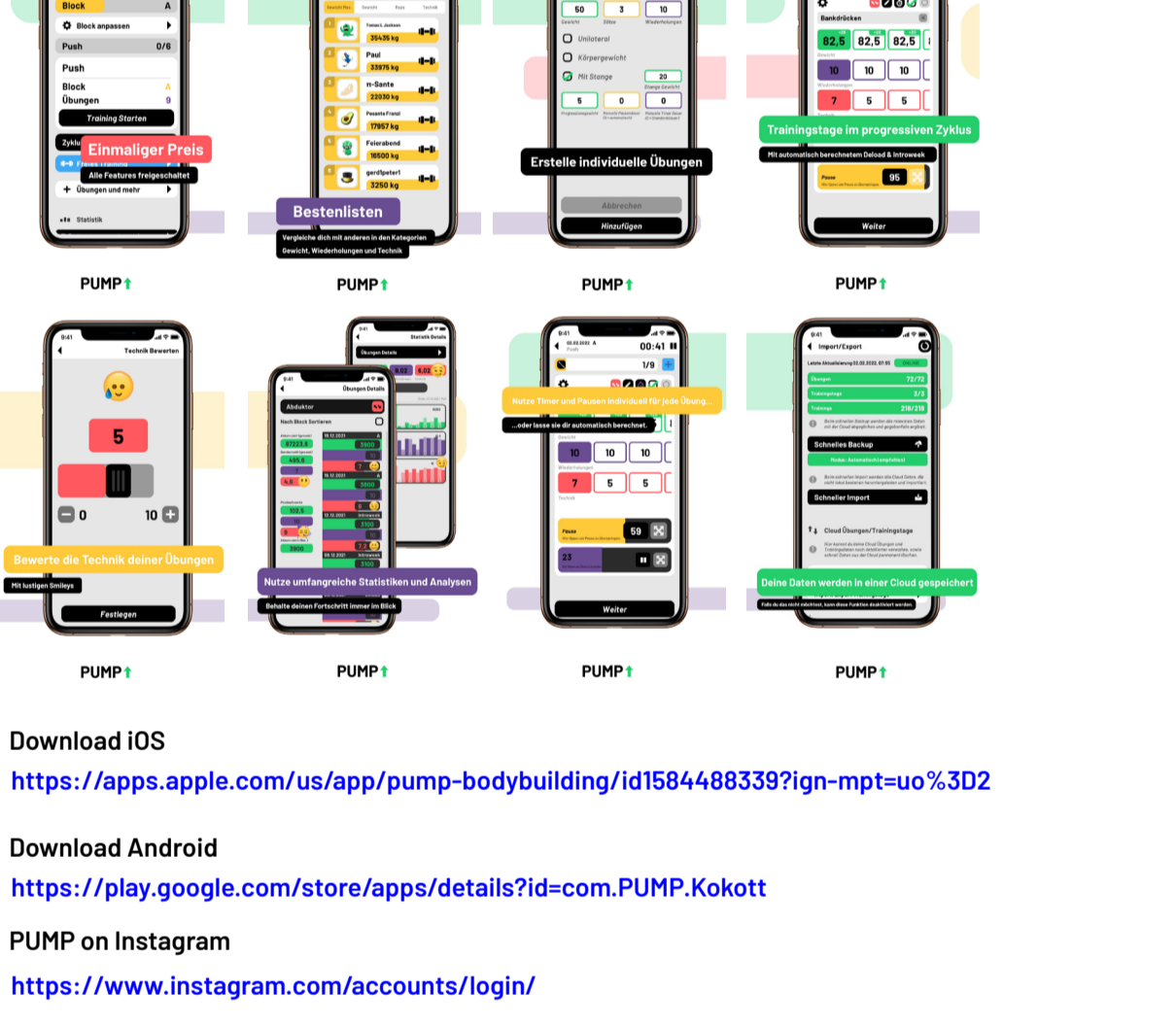
Peugeot J5

Build a reference model of the Peugeot J5.



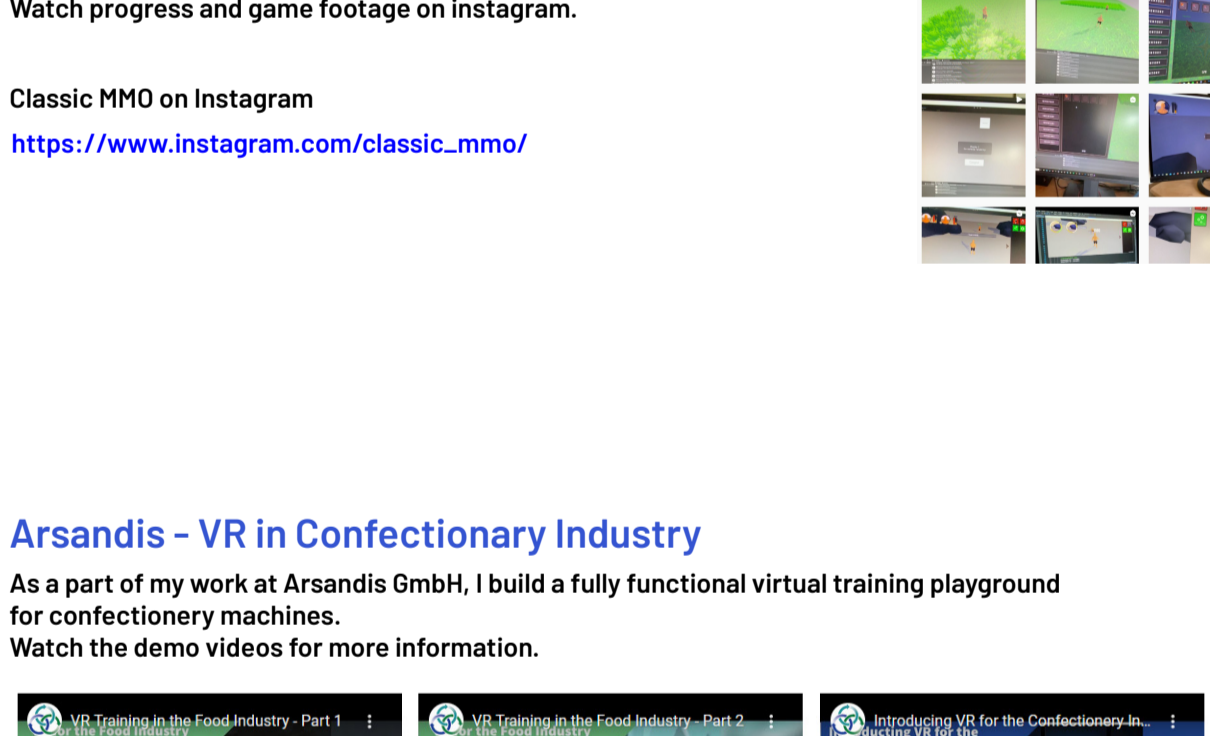
VR Headset

Redesign of Samsung Gear as part of a product design project at university.



Phone, Watch and Procedural Eye Shader

Other stuff...



Unity

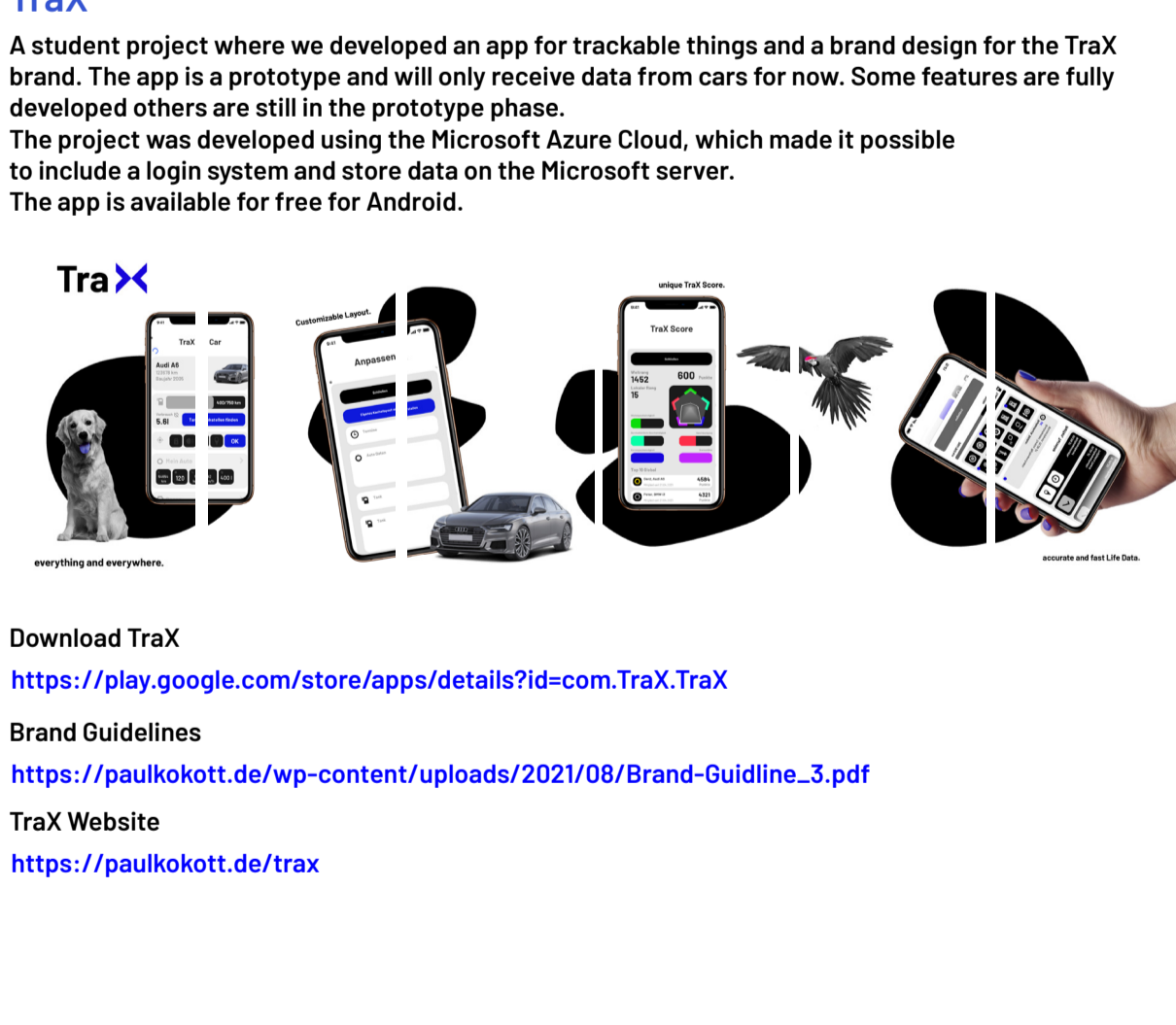
Calorie Guessing Game

A prototype game for guessing calories of different food combinations.



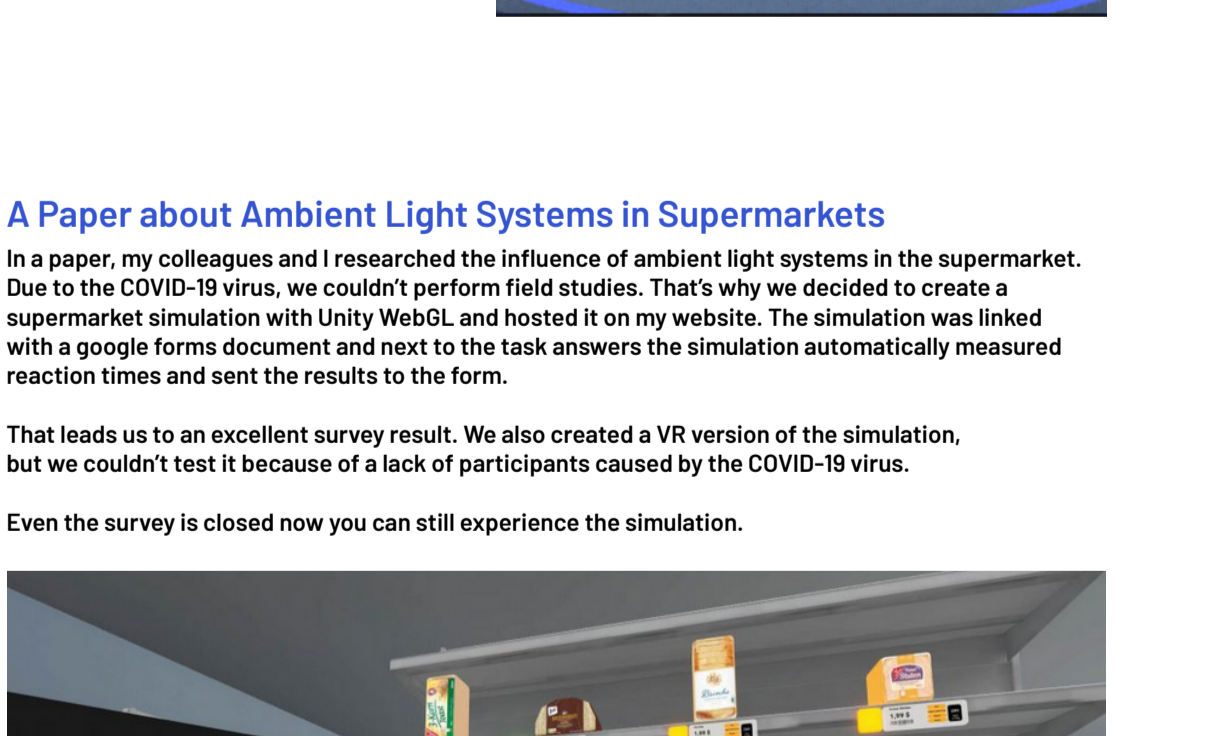
Turbo Billig

A student project where we created an app for selling/buying student stuff.



Fly Guy

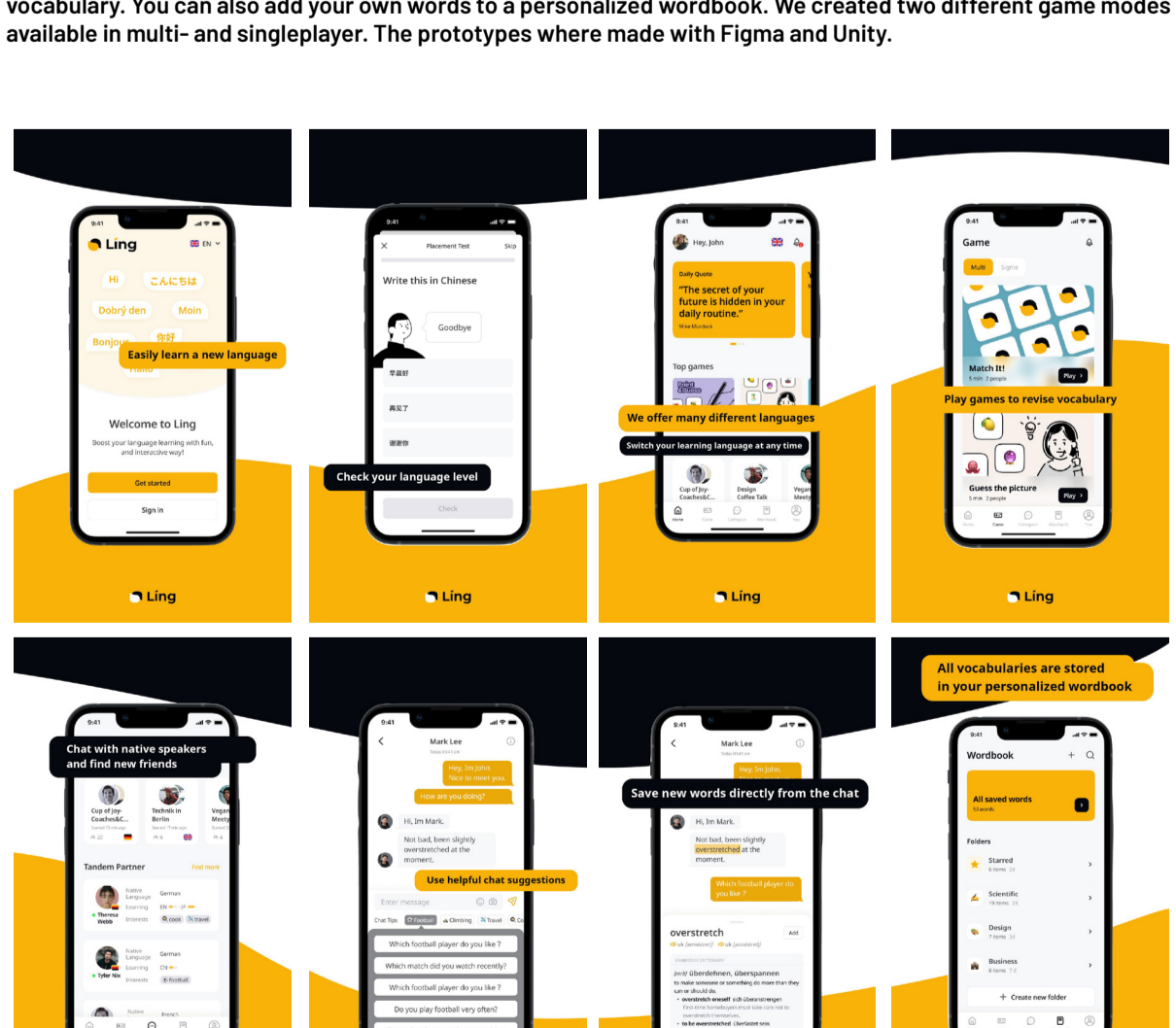
A personal project where I built a game in a week. It has a lot of performance issues since I didn't respect mobile performance aspects at that time. I published the demo videos for Android Play Store and it is available to download for free.



PUMP

A personal project where I built a fully functional fitness app for bodybuilders. It has a lot of features such as training calculations and analytics. It is also connected to the Microsoft Azure Cloud, where all user data can be saved and recovered. It is available for download on Android and iOS devices.

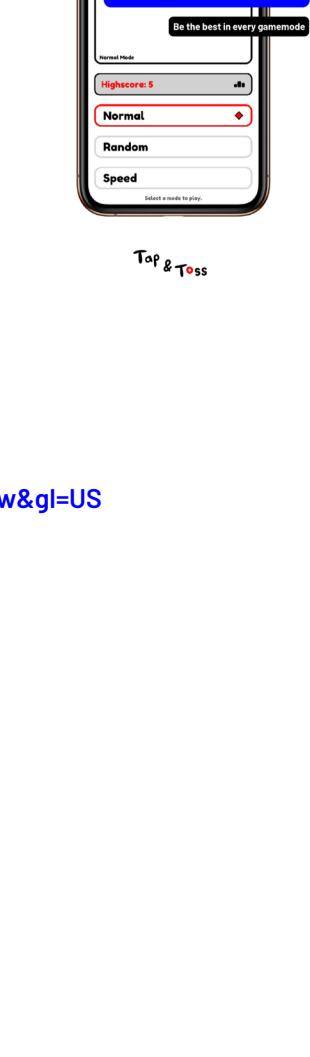
There is also a lite version where you can test all functionalities for free for 14 days.



Classic MMO

An old multiplayer MMORPG project using Photon Multiplayer Service. Watch progress and game footage on Instagram.

Classic MMO on Instagram
https://www.instagram.com/classic_mmo/



Arsandis - VR in Confectionery Industry

As a part of my work at Arsandis GmbH, I build a fully functional virtual training playground for confectionery machines.

Watch the demo videos for more information.



Web VR

<https://www.arsandis.com/de/loesungen/webvr/>

TraX

A student project where we developed an app for trackable things and a brand design for the TraX brand. The app is a prototype and will only receive data from cars for now. Some features are fully developed others are still in the prototype phase. The project was developed using the Microsoft Azure Cloud, which made it possible to include a login system and store data on the Microsoft server. The app is available for free for Android.

Connected Car Information Graphic

A student project where we collected data in a survey about car data and their relevance. We then created a WebGL environment with Unity and hosted the interactive information graphic on my website. The application is only available for desktop users.

A Paper about Ambient Light Systems in Supermarkets

In a paper, my colleagues and I researched the influence of ambient light systems in the supermarket. Due to the COVID-19 virus, we couldn't perform field studies. That's why we decided to create a supermarket simulation with Unity WebGL and hosted it on my website. The simulation was linked with a google forms document and next to the task answers the simulation automatically measured reaction times and sent the results to the form.

That leads us to an excellent survey result. We also created a VR version of the simulation, but we couldn't test it because of a lack of participants caused by the COVID-19 virus.

Even the survey is closed now you can still experience the simulation.

Supermarket Simulation

<https://paulkokott.de/survey>

Language Learn App - Ling

A language learn app created as a student project in a team of four. We wanted to create an app that allows you to learn a new language in a fun and easy way. So we created a gaming-learn app. You can play games and review vocabulary. You can also add your own words to a personalized workbook. We created two different game modes both available in multi- and singleplayer. The prototypes were made with Figma and Unity.

Tap And Toss - Hyper Casual Game

A small personal side-project. A hyper casual game where you need to hit the side that got the fitting color with the ball. It is a good game to improve reaction time. It offers several modes and has an online leaderboard included. You can also collect various outfits for the ball. You can download it for free on iOS and Android.

Download iOS

<https://apps.apple.com/us/app/taptoss/id1606823132>

Download Android

<https://play.google.com/store/apps/details?id=com.Kokott.TapToss&hl=gs&gl=US>

Webdesign/development

Websites I contributed to

MySmile

<https://www.my-smile-app.de/>

Kleb-Dich-Reich

<https://kleb-dich-reich.de/>

Paul Kokott

<https://paulkokott.de/>