

Sahachat Sonnenburg

Creative Technologist · Product Engineer

Product discovery, interaction systems and hands-on delivery

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PROFILE

Product designer and creative technologist who turns complex AI, automation and realtime capabilities into clear digital products. I work from problem framing and user flows through interaction design, prototyping and implementation, collaborating across design, engineering and stakeholders.

EXPERIENCE

JAN 2026-PRESENT

multikunst · Independent Collective (part-time)

Creative Technologist

- Design and build working product prototypes across AI workflows, automation and realtime web graphics.
- Created Occupied VFX around a modular source-to-effect-to-output flow and made specialist visual tooling usable directly in the browser.
- Turned scripts, API calls and LLM steps into inspectable node-based workflows for Multi Automation.

JAN 2023-PRESENT

Independent Product Practice (part-time)

Product Designer · Product Engineer

- Own discovery, UX, system design and implementation for AGATA and Lernwerk from first concept to working software.
- Shaped AGATA through a 30-person research survey and TestFlight feedback, designing the journey from voice capture to reflection and long-term patterns.
- Unified AI generation, visual editing, learning delivery and certificate verification into one coherent Lernwerk workflow.

JUL 2024-OCT 2025

DADB · German Academy of Digital Education

Head of Postproduction

- Led a distributed team of 10+ across editing, 2D and 3D and aligned delivery with academy stakeholders, experts and international partners.
- Redesigned the production workflow over six months, improving ownership, review and quality across technical learning productions.
- Led delivery of 30 hours of accredited course content in one month for partner universities.

Selected product evidence.

sahachat-sonnenburg.com

JUN 2023-JUN 2024

DADB · German Academy of Digital Education

3D Generalist · Technical Production

- Designed realtime learning environments, AI-avatar formats and reusable virtual production components in Unreal Engine.
- Translated complex technical content into clear visual journeys and implementation-ready media assets.

2017-2023

Freelance Music & Sound

Music Producer · Sound Designer

- Delivered sound identities and audiovisual work for clients and brands including BMW, Zalando, Nike and MTV.

SELECTED PRODUCT EVIDENCE

AGATA

CO-FOUNDER · PRODUCT & ENGINEERING

Voice-first, local-first iOS journaling product shaped through research, interface testing and beta feedback.

[PRODUCT STRATEGY](#) · [USER FLOWS](#) · [SWIFTUI](#) · [AI](#)

Lernwerk

PRODUCT DESIGN · FULL-STACK ENGINEERING

AI-assisted authoring product spanning course creation, visual editing, SCORM delivery and locally verifiable certificates.

[SYSTEM DESIGN](#) · [REACT](#) · [LLM APIs](#) · [SCORM](#)

Occupied VFX

CREATIVE TECHNOLOGY · PRODUCT ENGINEERING

Browser-native realtime VFX editor with modular inputs, GPU effects, live output and an intentionally focused creator workflow.

[INTERACTION DESIGN](#) · [WEBGL2](#) · [THREE.JS](#) · [GLSL](#)

EDUCATION

State-Certified Sound Designer · WAVE Akademie, Berlin · 2017-2019

Completed vocational training

Relevant academic coursework · Media Technology (TU Berlin) and Regional Studies Asia/Africa (HU Berlin) · 2015-2020

CORE SKILLS

Product design	Problem framing · user journeys · interaction design · interface systems · prototyping · documentation
Engineering	TypeScript · JavaScript · React · Next.js · SwiftUI · Python · Supabase · REST APIs
Creative technology	WebGL2 · Three.js · GLSL · Unreal Engine · Unity · Blender · Adobe Creative Cloud