Ingmar König

Interactive Development & Creative Direction

b. 1988, Amersfoort · based in Hamburg

I have a background in Fine Arts and a master's in Interior Architecture, with experience in game development, scenography, web design and teaching Advertising in higher education. Over the last decade I have worked among artists, scientists and advertisers, bridging connections between their disciplines. My work is about how we relate to our direct environment, and what happens to space now that we interact with it digitally.

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Selected work



The Weather Has Been Cancelled
Videogame as installation. Collaboration with Jasmijn Visser. Game development and 2D/3D animation. Shown at Villa Heike and HKW Berlin.



LEVELS
Videogame in development at IRHK INTERACTIVE, my studio for interactive fiction in Hamburg.



Detourist
Atmospheric exploration game; solo development in Unity, on Steam.



Bystander
Installation, Unfair Amsterdam: a closed interrogation room with real clouds, seen only through a one-way mirror.

Education

Master of Interior Architecture, Research & Design (MIARD), Piet Zwart Institute, Rotterdam – cum laude

Bachelor of Fine Arts, Mixed Media, Utrecht University of the Arts (HKU) – with honours

Teaching

Willem de Kooning Academy, Rotterdam – senior lecturer, Advertising & Beyond, bachelor years 1–4, 2022–2025: feedback, workshops and lectures, writing briefs, shaping the curriculum and assessment.

Languages

Dutch (native), English (fluent), German (advanced)

Collaborations

Jasmijn Visser – Berlin · JITIVI (Jitivi Banthaisong) – Bangkok · Yiyang Liu – Shanghai · Nest – The Hague

Skills

Game development, 3D modelling and animation, interface design and UX, creative direction, project management, exhibition design and scenography, physical building with wood and metal, wood carving, art installations with digital interfaces.

Tools

Game & 3D – Unity, C#, Blender, ZBrush, SketchUp, Articy, Yarn Spinner
Code & hardware – HTML, CSS, JavaScript, Python, VS Code, Arduino, ESP32, KiCad, custom PCB design
Image & video – Photoshop, Illustrator, After Effects, Premiere, DaVinci Resolve, Final Cut

Awards

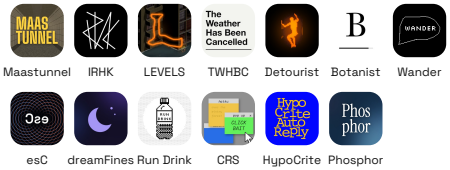
Finalist Creative Hack Award – WIRED Japan
Alumni Research Award – MIARD
Shortlist Piet Bakker Prijs – HKU

Stipends

PRO Invest – Stroom
Jong Talent + Opdrachtgever – Mondriaan Fonds
Jong Talent – Mondriaan Fonds
Contemporary Art Fund – Outset

Online works

Part of my practice is giving my work an online presence of its own: games, a 3D simulator, an HTML film, interactive fiction, a novel in progress and small web tools, collected at ingmarkonig.nl.



Solo exhibitions

Stroom Ondertussen – Stroom, The Hague
Contraband – Galerie Gabriel Rolt, Amsterdam
Detourist – P///akt, Amsterdam

Group exhibitions

Shifting Weathers – Villa Heike Kunstverein, Berlin
Under Matters – Cookies HQ, Rotterdam
Loophole – Roodkapje, Rotterdam
Reading Picture – Chunart Museum, Shanghai
Happy Like Yesterday – Nest, The Hague
Misfit Love – Galerie Gabriel Rolt, Amsterdam
On Observation and Construction – Chongqing Air Concept Store – Nest, The Hague
Piet Bakker Prijs – AcademieGalerie, Utrecht
Oktoberfest – Hotel MariaKapel, Hoorn
Let There Be Light – Nest, The Hague

Residencies

Freizeit Normal – Ampelhaus · Oktoberfest – Hotel MariaKapel, Hoorn

Publication

The Weather Has Been Cancelled – Jasmijn Visser (with Ingmar König), Jap Sam Books, 2026

Lectures & presentations

The Weather Has Been Cancelled – performance lecture and game demonstration with Jasmijn Visser, HKW, Berlin, 2026
History, Culture & Communication – Erasmus University, Rotterdam (2015, 2017)

Art fairs

Art Brussels – 1 HOUR SOLO
Art Rotterdam – represented by Galerie Gabriel Rolt
Art Rotterdam – Mondriaan Fonds Prospects & Concepts
Unfair Amsterdam · Unfair x Christie's auction

Press

Metropolis M – Nostalgie in een… – George Vermeij
Metropolis M – Invest Week #5 – Bob van der Sterre
Metropolis M – Misfit Love – George Vermeij
Metropolis M – Spel/Buitenspel – Julia Steenhuisen
Metropolis M – Interne Logica – Tessa Verheul

Chronology

2026 Shifting Weathers, Villa Heike Kunstverein, Berlin (group) · performance lecture & game demonstration with Jasmijn Visser, HKW, Berlin · publication The Weather Has Been Cancelled, Jap Sam Books · LEVELS in development at IRHK INTERACTIVE · dreamFines (web app)

2025 Cultural-Climate-Models.org · senior lecturer, Advertising & Beyond, Willem de Kooning Academy

2023–24 Under The Weather, prototype of The Weather Has Been Cancelled, with Jasmijn Visser · Phosphorus's Detour (working title), proximity reaction based game · Cultural Climate Models, visual identity and website · Tokyo Creative Salon

2021–22 Finalist Creative Hack Award, WIRED Japan · MIARD Alumni Database & Infrastructure Project · senior lecturer, Willem de Kooning Academy

2018–20 Master of Interior Architecture (cum laude), Piet Zwart Institute · Research Award · Phosphor, HTML film · Under Matters, Cookies HQ · Loophole, Roodkapje · Reading Picture, Chunart Museum Shanghai · build-up Unfair Amsterdam, with Boris de Beijer

2017 Stroom Ondertussen, Stroom (solo) · Happy Like Yesterday, Nest · review Metropolis M, George Vermeij · lecture, Erasmus University · studio visits, HKU

2016 Art Brussels, Plague, with Nest · Unfair Amsterdam · Unfair x Christie's · Art Rotterdam, Prospects & Concepts · Metropolis M, Invest Week #5 · stipend Mondriaan Fonds · studio visits, HKU

2015 Contraband, Galerie Gabriel Rolt (solo) · Misfit Love, Galerie Gabriel Rolt · Art Rotterdam, Galerie Gabriel Rolt · Art Brussels, 1 HOUR SOLO · stipend Stroom, PRO Invest · review Metropolis M · lecture, Erasmus University

2014 On Observation and Construction, Chongqing Air · Concept Store, Nest · Freizeit Normal, Ampelhaus (residency) · Unfair Amsterdam · stipend Mondriaan Fonds · review Metropolis M

2013 Detourist, P///akt (solo) · Piet Bakker Prijs (shortlist) · Oktoberfest, Hotel MariaKapel · Let There Be Light, Nest · Incentive Award Cayacz · review Metropolis M · Bachelor of Fine Arts, HKU