

## Education

### Pace University, New York, USA

2019 - 2020

Computer Information Technology,  
GPA: 3.95 / 4.0

### HdM Stuttgart, Germany

2018 - 2021

Media Science/Economics

## Awards & Cooperations

- 2x FWA Awards
- 10x Awwwards
- 12x CSS Design Awards
- 3x Partnerships with the European Space Agency & EU

## Skills

### Software

- Figma, Adobe XD, Invision, Adobe PS, Adobe Premiere, Sketch, Microsoft Office
- HTML, CSS, JavaScript

### Specialized

- Journey Maps & Ideation
- Web & Mobile Design
- Concept & Iterative Prototyping
- User Flows & Usability Testing
- Research & Competitor Analysis

## Work Experience

### ThoughtLab | Product Designer

Jun 2020 - Present

- Facilitated agile sprints to cross-functional teams, refine product requirements, develop iterative designs, launch an inhouse e-learning platform, web applications, and design systems.
- Guided global business leaders in strategic planning workshops to align around product road map definition, KPI-indicators, and wireframes development.
- Developed numerous high-fidelity prototypes for usability testing and design evaluation with award-winning designers and developers across the globe.

### (PACE) Medical Systems | Product Designer

Feb 2020 - Jun 2020

- Led the development of a new medical system for blood-cholesterol tests to ensure a better understanding of a scientific environment by crafting a user-centered design approach. (Paper submission for the CHI-Conference Yokohama, Japan)
- Conducted user research with potential users & stakeholders and compounded results into wall-length journey maps and service prototypes.
- Worked closely with scientists & professors from the Columbia, IUPUI, Florida State & PACE University to drive innovation and analyze the current testing environment.

### (ESA) VC Swipe | Product Designer

Jun 2019 - Feb 2020

- Crafted a web-based product in conjunction with the European Space Agency and the European Union across a nine-month incubation program.
- Designed a platform for start-ups and investors to match each other based on specific parameters, preferences, and location, giving both the opportunity to connect over similar interests. (>25.000 pageviews within the first week)
- Created a comprehensive user experience design, user flow, and gamification elements plus wireframes to ease out the fundraising process on both ends.
- Developed various prototypes to test and define different user-flows for the matching process. Conducted usability tests during the product development with potential users and stakeholders.

### (ESA) Swipsh App | Co-Founder & Lead Product Designer

Dez 2016 - Jun 2019

- Developed an award-winning social-media app to push the boundaries of location-based communication. Achieved a 5-star rating in both app stores and #4 of the German app charts in the category "trending".
- Designed the overall user interface, user flow, user experience, and interaction design in combination with wireframes and prototypes for usability testing.
- Worked in tandem with the European Space Agency and the European Union to integrate space assets and datasets into the final product.
- Managed a 7-strong team consisting of developers, designers and product managers located in Germany, France, Canada, and the USA.