

UI/UX Designer

I am committed to finding the most direct ways for users to engage with software, and I thrive on reducing complex problems to simple solutions. To achieve a responsive, delightful, and consistent User Experience, I turn logical designs into reusable code. In the last eight years, I designed and implemented UI for six games, one app, and multiple websites.

Work Experience

08/2021 - Present

Co-Founder - Stockfit inc.

Industry: Fin Tech - App Development

Projects: Stockfit

Responsibilities: ■ created wireframes and mockups in Sketch ■ implemented and polished UI components and screens in React Native ■ Company Webpage design and development ■ designed assets for social media presents ■ coordinated with outsourced content producers

02/2019 - 07/2021 Palo Alto, CA, USA

Applovin MZ - Technical Designer/UI Developer

Industry: Mobile Games

Projects: Crystalborne, Final Fantasy XV, unannounced project

Responsibilities: ■ created wireframes and mockups ■ implemented UI components ■ prototyped for stakeholder ■ coordinated communication between designer and developer and supported to understand tool set ■ implemented features with HTML, CSS, and Lua ■ optimized performance on assets and code ■ created UI Assets ■ simplify workflows with scripts

08/2016 - 02/2018 Hamburg, Germany

Bytro - UI/UX Designer

Industry: Browser Games, Mobile Games

Projects: Call of War, Call of War Mobile

Responsibilities: ■ created wireframes and mockups ■ established a new workflow for UI implementation to speed up the development process ■ set up a style guide as asset library in HTML & CSS to maintain consistency ■ ported an entire browser game over to mobile

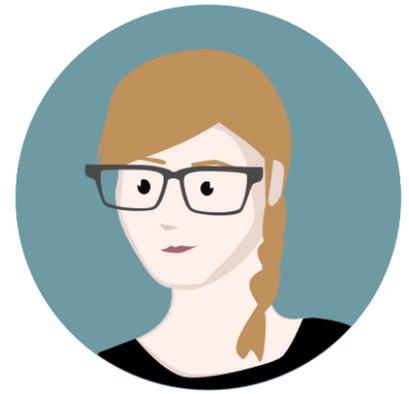
03/2014 - 08/2016 Duesseldorf/Mainz, Germany

Ubisoft Blue Byte - Web Developer/UI Designer

Industry: PC Games

Projects: Heroes of Might and Magic Online, Anno 2205

Responsibilities: ■ designed a modular system for AB Testing Landingpages ■ hold an ActionScript training session for designers ■ refactored frontend code to make it easier to read for designer ■ created assets considering usability and implementation ■ created wireframes and mockups



Contact:

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Skills:



Education:

Bauhaus University - Computer Science and Media
Completed 46 credits

Courses:

Design for Action

Multimedia programming with Flash

Feedback loops and a dot

Algorithm and datastructure

Programming language and software design