



UI/UX DESIGNER

Interaction with machines should be engaging and understandable for everyone. My designs are consistent, logical and simple. Packed with six years of industry experience and a genuine passion for user interfaces, I am seeking out for new technological adventures.

 Vera Mueller
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Work Experience

Bytro - UI/UX Designer

08/2016 - 02/2018 Hamburg, Germany

Industry: Browser Games, Mobile Games

Projects: Call of War Mobile, Call of War

Responsibilities:

- created wireframes and mockups for "Call of War - mobile"
- 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 a consistency
- ported "Call of War" as browser game over to mobile

Ubisoft Bluebyte

03/2014 - 07/2016 Mainz, Duesseldorf , Germany

Industry: PC Games, Free to Play Games

Projects: Anno2205, Heroes of Might & Magic Online

Responsibilities

User Interface Designer

04/2016 - 07/2016

- refactored the ActionScript, to improve readability for designer
- led an ActionScript workshop for designer
- coordinated communication between designer and developer

Junior User Interface Designer

04/2014 - 03/2016

- produced new interface elements considering usability and accessibility
- composed mockups for screen layout in favor of existing graphic-style and expandability
- made significant improvements for existing features like the "Heroes of Might and Magic Online" in-game shop
- implemented UI Elements with a strong focus on reusability

Junior Web Developer

03/2014 - 06/2015

- designed a modular landing page for easy AB Testing
- improved the usability of landing pages
- designed and implemented a new dynamic webshop, which made an excellent impact on the revenue of the product

Fishlabs Entertainment - Junior Web Designer

11/2012 - 11/2013 Hamburg, Germany

Industry: Mobile Games

Projects: Galaxy on Fire 2, Galaxy on Fire Alliances

Responsibilities:

- performed ad campaigns for all "Galaxy on Fire" title in a dozen languages
- programmed and designed mobile and desktop Websites
- created social media assets
- developed a design manual for the Brand "Galaxy on Fire"
- prepared marketing assets, like booth, banner and merchandise items for "Gamescom" and "Game Developers Conference"

Plazz Entertainment - Freelance Artist

12/2010 - 09/2011 Erfurt, Germany

Industry: Browser Games, Mobile Games

Projects: Pyrolabs, Monsterball, Diver Dave

Responsibilities:

- illustrated 2d in-game assets
- designed user interface elements
- supported game design of redesign for "Pyrolabs"
- scaled up assets to retina resolution for "Monsterball"

Education

Bauhaus University - Computer Science and Media

2009-2011 Weimar, Germany

Completed 46 credits towards a Bachelor's Degree

Relevant Courses Included:

Design for Action

Multimedia programming with Flash

Feedback loops and a dot

Algorithm and datastructure

Programming language and software design

Skills & Tools

