

Verfügbarkeit: ab sofort

ABOUT ME

Product designer shaping the design systems and product experience behind every build, from early wireframes to polished, production-ready interfaces. Works primarily in Figma, bridging design and engineering to ensure what ships matches the intended user experience.

EDUCATION

Bachelor's Degree (Design / HCI)

LANGUAGES

English (fluent)

German (basic)

SKILLS & CERTIFICATES

Figma 9/10

User Experience 9/10

Design Systems 9/10

Wireframing 8/10

Prototyping 8/10

Product Design 9/10

INTERNATIONALITY

- Designs product experiences for clients across multiple regions and industries
- Partners closely with engineering teams to keep design systems implementation-ready

INDUSTRY FOCUS

Product Design / SaaS 9/10

Design Systems 9/10

KEY FOCUS AREAS

Design Systems

Builds and maintains reusable Figma design systems that keep product experience consistent across features and platforms. Defines components, tokens and patterns that hand off cleanly to engineering.

Product Design

Owns the product design process end-to-end, from wireframes and prototypes to polished, production-ready UI. Turns ambiguous product requirements into clear, buildable interface designs.

User Experience

Runs UX research and usability passes to keep interfaces intuitive for real users, not just the demo. Iterates on flows based on feedback, testing and analytics rather than assumption.

Prototyping

Builds interactive Figma prototypes to validate flows and interactions before a line of code is written. Uses them to align clients and engineers on the intended experience early.



RECENT PROJECT EXTRACT

2022 – today

Product Design Systems & UX (multiple client products) – Senior UI/UX Engineer

Industry: Software / Product Design

Role: Senior UI/UX Engineer

Description: Shapes design systems and product experience across client builds, from early wireframes to polished, production-ready interfaces. Distills components, spacing and interaction patterns into reusable Figma design systems. Works closely with engineering to keep design and implementation aligned through build. Runs design reviews and iterates on flows based on product and user feedback.

2020 – 2022

UI/UX Design across client projects (wireframing & prototyping) – UI/UX Designer

Industry: Software / Design

Role: UI/UX Designer

Description: Delivered wireframes, prototypes and UI design in Figma across several client projects, turning product requirements into clear, usable interfaces. Ran user flows and iterative design reviews with clients and engineers to refine each screen before build. Built early design-system structure to keep UI consistent across screens. Established the design-system and product-thinking foundation for the senior design role.

2019 – 2020

Interface & Visual Design (web & mobile UI) – UI Designer

Industry: Software / Design

Role: UI Designer

Description: Designed web and mobile interfaces across client engagements, translating briefs into clean, consistent screen layouts. Built reusable UI components and style libraries to speed up delivery and keep visuals aligned. Collaborated with developers to hand off specs and assets that matched the design intent. Sharpened the visual and interaction-design craft that grew into full product-design ownership.

2018 – 2019

Visual & Graphic Design Foundations (brand & digital assets) – Junior Designer

Industry: Design / Creative

Role: Junior Designer

Description: Produced graphic and digital design assets across brand, web and social projects for a range of clients. Learned layout, typography, color and composition fundamentals on real client deliverables. Adapted designs across formats and platforms while keeping brand consistency. Built the visual-design foundation that the later UI/UX and product work is built on.