

Curriculum vitae

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2016

Research Associate at Urban Complexity Lab, FH Potsdam

The Urban Complexity Lab is a research space at the intersection of information visualization and urban transformation. Together with the Lab I am developing AIM (Accessible Information Mapping). The overall goal of this project is to show the world two things; A map can improve the lives of many people by providing sophisticated data that can be consumed in a easy and efficient way. In addition to that, we believe, that not only people with impairments can benefit from this. Seeing on what data and visualizations certain groups of people rely may makes architects and urban planners more empathic when it comes to building spaces for humans.

2014 > 2016

User Interface & Interaction Design at Omicron Energy, Berlin

Responsible for the interface and the microinteractions for a professional enterprise software, used by highly trained engineers to measuring partial discharges on a industrial level. My role includes building UI concepts and prototypes from scratch, designing, testing and developing in a close collaboration with the engineering team and the project managers.

Apr 2014 > Sept 2014

User Interface & Interaction Design Intern at Intuity Media Lab, Stuttgart

In context of the Interface Programme studies of the FH Potsdam completed internship. Among many other very interesting projects I created an application for a drilling manufacturer. This included user research, workshops and wireframing. Also designing the UI library for a scalable product and prepare a documentation. The overall co-creation based spirit of this process helped to create a great mobile app, which offers an easy to use experience to the user.

Apr 2013 > Mar 2014

Student Researcher Interaction Design Lab, FH Potsdam

In collaboration with the Technical University Munich and other research insutitutes in Europe I was part of a 4 person team of designers, researching novel ways to visualize and interact with big data in the IT security context. We held workshops and made co-creation processes to gain insights into security visualization systems in order to provide a better user experience.

Dec 2010 > Mar 2013

User Interface & Interaction Design Syracos Management Systems, Berlin

As the Head of Design I am responsible for managing the whole design process. From the feature idea to the cooperative execution with the developers I research on the data, make lo-fi and hi-fi Wireframe to gain deeper understanding of interactions and creating fast to test prototypes. The tools are in constant development and in need of a good understanding of the ever shaping user basis.

Oct 2011 > Feb 2017

B.A. Interface Design

University of Applied Sciences Potsdam

Oct 2004 > July 2007

Degree in Digital Media Design (IHK Certificated)