



Lea Delazer

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Achievements

Shipped 100% of planned features across 6+ major releases,

navigating shifting priorities and coordinating delivery across Germany and India

Established and scaled a requirements modeling framework

for 50+ reusable UI components, improving QA clarity and developer onboarding

Sustained product delivery during periods of developer churn and reduced capacity,

ensuring continuity across core initiatives despite resourcing instability

Skills

Interaction & UX Design

Wireframing · Information architecture · Visual hierarchy · Accessibility (WCAG) · Microcopy & UI states · User journey modeling

Design Systems & Product Architecture

Scalable component design · Design tokens · Design documentation · Cross-platform patterns · Reusability & system governance

Collaboration & Delivery

Backlog management · Dev enablement · Cross-functional facilitation · Stakeholder alignment · Jira/Azure DevOps workflows

I'm a Product Owner and UX Designer with over 10 years of experience designing complex interfaces, building scalable design systems, and leading cross-functional delivery across product and engineering.

I'm a systems thinker with a high tolerance for complexity and a low tolerance for noise. I notice patterns quickly, not just in interfaces, but in teams, conversations, and structures. My instinct is to bring clarity where things fragment, and to hold that clarity when the pressure rises.

I care about rhythm and structure, the kind that makes work feel lighter, teams feel aligned, and decisions feel obvious.

Professional experience

Siemens Healthineers · Product Owner Shui Design System

October 2021 – Present, Erlangen (remote)

- Lead the global design system “Shui” across HTML, WPF, and Figma platforms, driving scalability, accessibility, and implementation clarity
- Introduced design and documentation workflows optimized for AI-assisted tooling and semi-automated development, laying the groundwork for agentic productivity
- Directed cross-functional collaboration between Germany and India, aligning engineering, design, and documentation across distributed teams
- Orchestrated platform transitions (e.g. from Adobe XD to Figma), standardizing component architecture and design tokens across technologies
- Conducted structural audits and pattern consolidation to reduce redundancy and scale reusable UI logic across multiple business lines

Carl Zeiss · Senior UI Designer

2019 and April 2020 – September 2021, München (contract)

- Designed UI for MedTech and microscopy tools, focusing on clarity in high-complexity, high-precision workflows
- Standardized interaction models across platforms to improve reusability and development speed
- Collaborated closely with engineers and QA to align on technical feasibility in regulated product environments

Ettrics · Design System Specialist

July 2020 – December 2021, Ottawa (contract, remote)

- Built and maintained design systems for B2B tools and YC startups, improving efficiency and visual consistency
- Aligned design and development teams around shared components, reducing delivery overhead
- Positioned the system as infrastructure, not styling – enabling scalable, cross-product UX cohesion

Google via Avantgarde Experts · UI / Production Designer

October 2019 – March 2020, Munich

- Supported Google's Account team in UI production and design QA for global product assets and brand-driven component libraries
- Ensured visual and structural consistency across teams, aligning specs with dev feasibility
- Delivered under high operational pressure, juggling multiple parallel projects in a high-volume release environment

Cognostics AG · Senior UI / UX Designer

2017 / 2018, Pullach im Isartal

- Designed interfaces for knowledge navigation tools powered by early AI/ML approaches, including semantic search and cognitive mapping
- Developed visual interaction models for concept graphs, document linking, and evidence-based decision support
- Worked closely with the CEO and ML team on investor pitches, shaping product demos that made the underlying logic visible and convincing
- Collaborated across product, design, and engineering to explore how cognitive systems could enhance human information processing

Education

Stage Directing Drama / Opera · Diploma

2004 – 2008, Bayerische Theaterakademie August Everding

- Led five full productions from casting to staging, managing budget, design, and interpretation
- Gained experience in systems thinking, creative leadership, and cross-disciplinary collaboration
- Built resilience in complex live environments – adaptable, organized, and calm under pressure

Additional Experience

Freelance UI/UX Designer

2010 – 2023

- Led UX and interface design for 30+ small businesses, artists, and organizations, handling everything from research to final delivery
- Designed flexible, maintainable design systems for client websites and apps, often serving as sole designer and advisor
- Specialized in translating abstract ideas into clean, communicative UIs tailored to niche audiences
- Balanced creativity with pragmatism, working within budget, scope, and technical constraints while maintaining quality
- Built long-term client relationships through structured thinking, clear documentation, and strong communication

Trainee in Web Project Management

2010, Goethe-Institut Munich

- Supported multiple web projects across departments with external partners
- Gained experience in project planning, stakeholder coordination, and user-centered content development

Festival Management Festwochen Herrenhausen

2009, Festwochen Herrenhausen, Hannover

- Managed logistics, planning, and cross-functional coordination for an international classical music festival
- Collaborated with artists, vendors, and organizers under tight deadlines and public visibility
- Gained early experience in team leadership, live operations, and balancing creative and logistical needs

Tools

Thinking & Writing

ChatGPT · Claude · Notion AI · Microsoft Copilot

For interface reasoning, spec drafting, system modeling, and asynchronous project reflection

Coding & Feature Development

GitHub Copilot · GPT Codex · Claude Code · Gemini

To draft and validate UI components, debug issues, explore system behavior, and assess design system performance under real use cases.

Prototyping Agentic Workflows

Firebase Studio · Lovable · Figma Make · Claude Artifacts

To explore how design intent can be described, interpreted, and executed by AI; testing delegation chains, and language-to-code translation.

Media & Creative Exploration

Midjourney · Sora · Google Flow

For private world-building, narrative prototyping, and exploring the uncanny valley in machine-made storytelling.

Languages

Fluent in German and English, basic proficiency in Italian and French.

Systems, Stories, and the Space Between

I like systems that surprise me. Bach fugues, Italian cuisine, pattern libraries, speculative fiction – all good systems tell stories. I work best where logic meets intuition and the rules aren't finished yet.

Thank
You

