

HI

I'm a UI/UX Designer based in Munich. My professional background is in performing arts – I studied and worked as theater / opera director before I moved my focus to digital design in 2009.



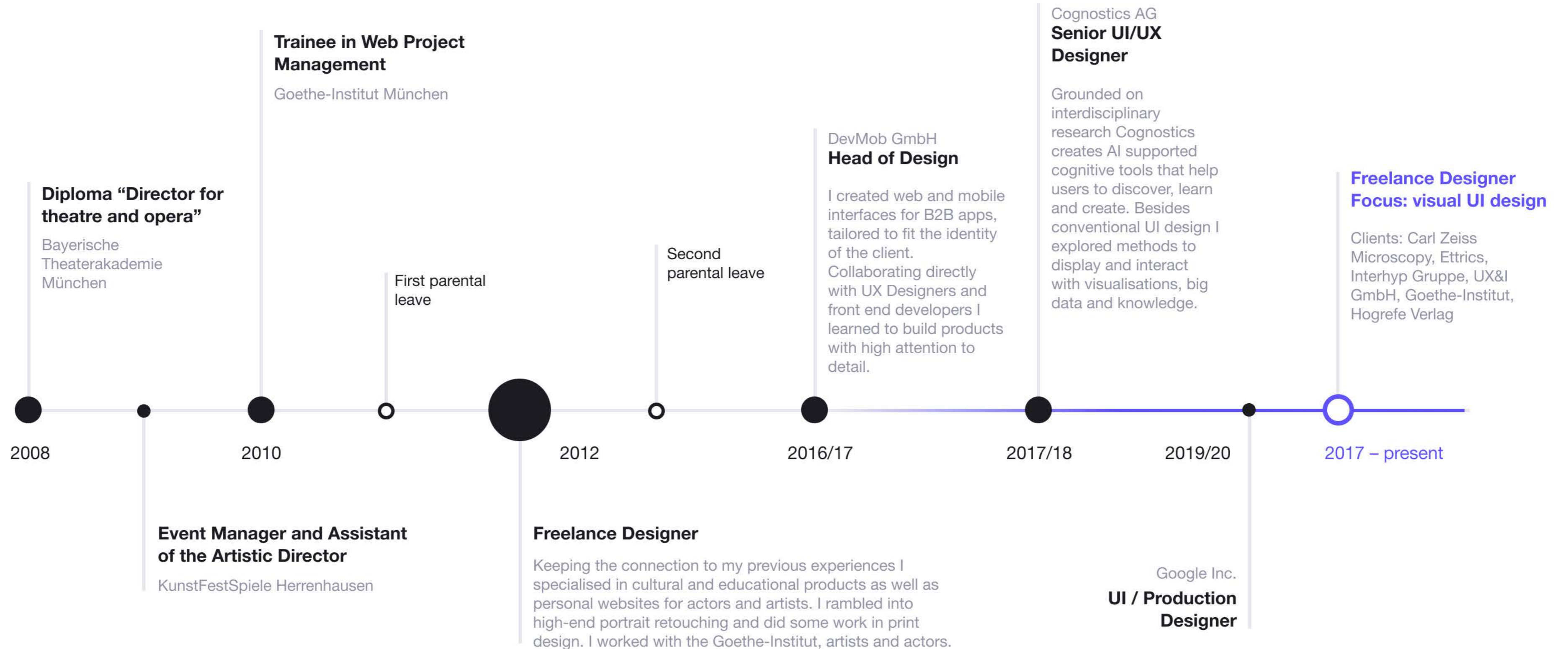
Born and raised in Leipzig, I now live in Munich with my husband and two kids. I am currently working as a freelance designer for various clients in meditec and industrial research sectors. Previously, I was employed as Senior UI/UX Designer by Cognostics AG, creating innovative products using AI, machine learning and neuroscience and as Production / UI designer for Google Munich.

While interaction- and visual UI design are my core strengths, you'll often find me participating in a variety of cross-disciplinary activities including user experience design, information architecture, content strategy or gamification design.

I hold a degree as director for opera and theater, a dream I wanted to pursue after finishing school. Although I've grown out of the realms of performing arts, directing and storytelling is still something I like to do, just projecting to another stage.

When it comes to work, I want to be involved in projects that I find challenging with teams that inspire me and people I can learn from.

# Experience



# Education +/- Skills

## Education

09/2004 – 06/2008

### Bayerische Theaterakademie

Stage Directing for theatre and opera,  
Diploma in June 2008

Conducted a total of 5 productions, developing artistic vision and interpretation of classical and modern plays, autonomous casting of actors, conceptual impact on stage design and costumes, budget management and organisational tasks. Got into every aspect of theatre while growing aesthetic sense and a personal perspective towards art.

09/2002 – 09/2004

### University of Leipzig

Studies in Humanities

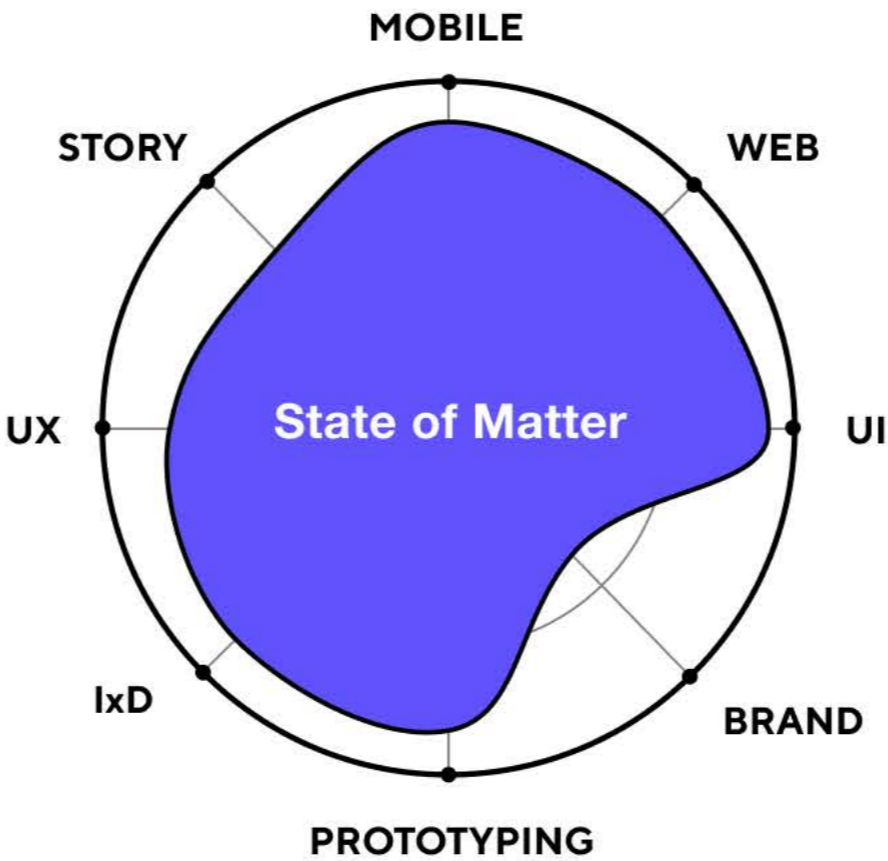
Took courses in art history, cultural studies, sociology, western philosophy, comparative literature and theatre studies. Learned how to deal critically with subjective, complex, imperfect information. Developed skills in writing and critical reading while reasoning about being human

## Technical Skills

FIGMA	• • • • • • • • • •
SKETCH	• • • • • • • • • •
PHOTOSHOP	• • • • • • • • • •
ILLUSTRATOR	• • • • • • • • • •

PROTOPIE	• • • • • • • • • •
PRINCIPLE	• • • • • • • • • •
HTML/CSS	• • • • • • • • • •
AFTER EFFECTS	• • • • • • • • • •

## Personal Interests and Expertise



## Behaviour-Based Design

Motivation, Habit Formation, Gamification

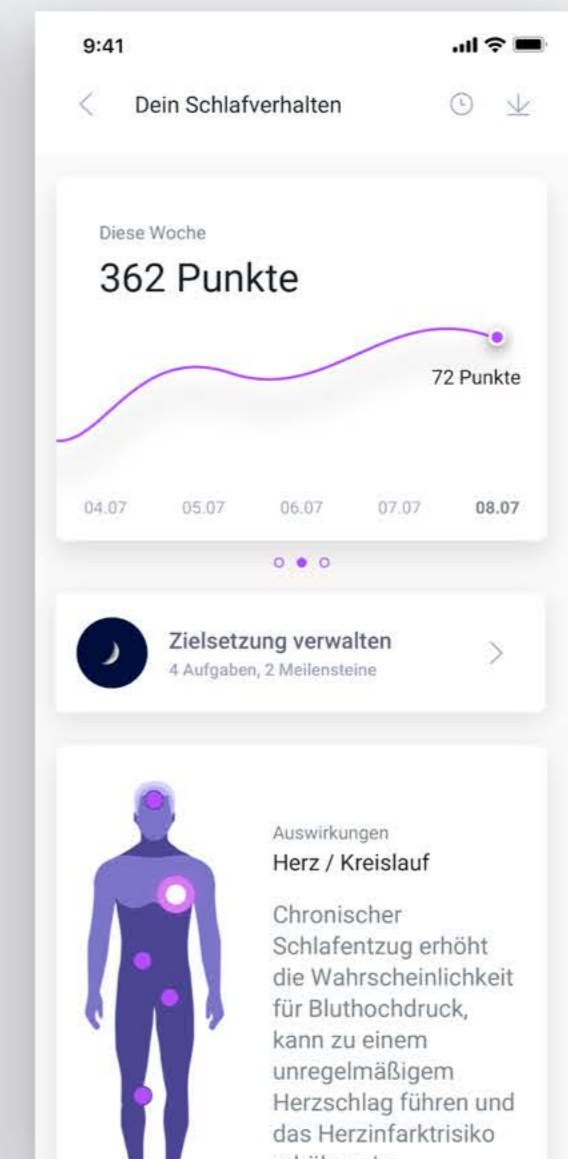
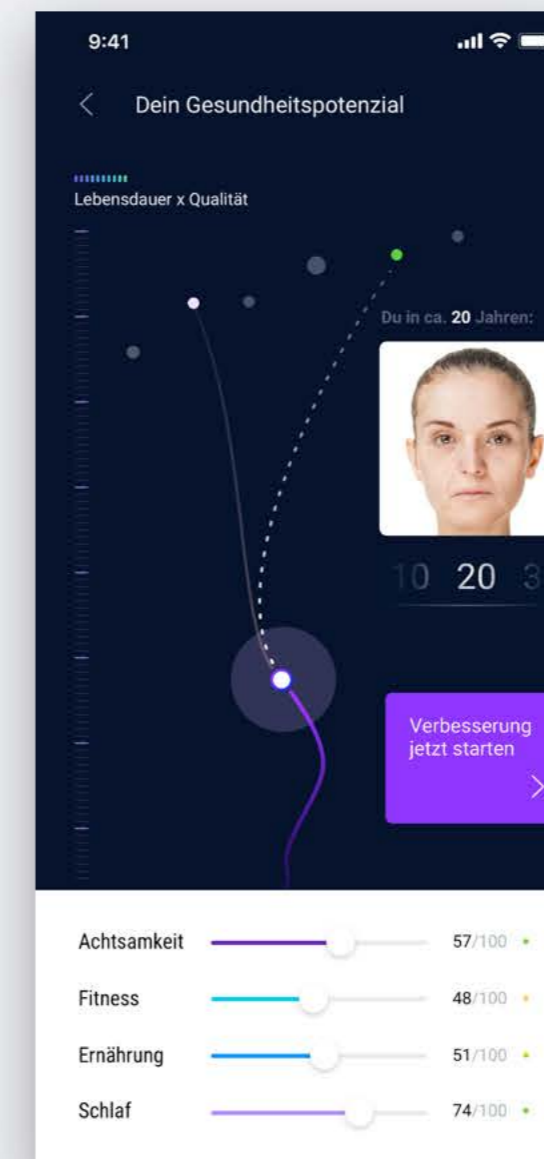
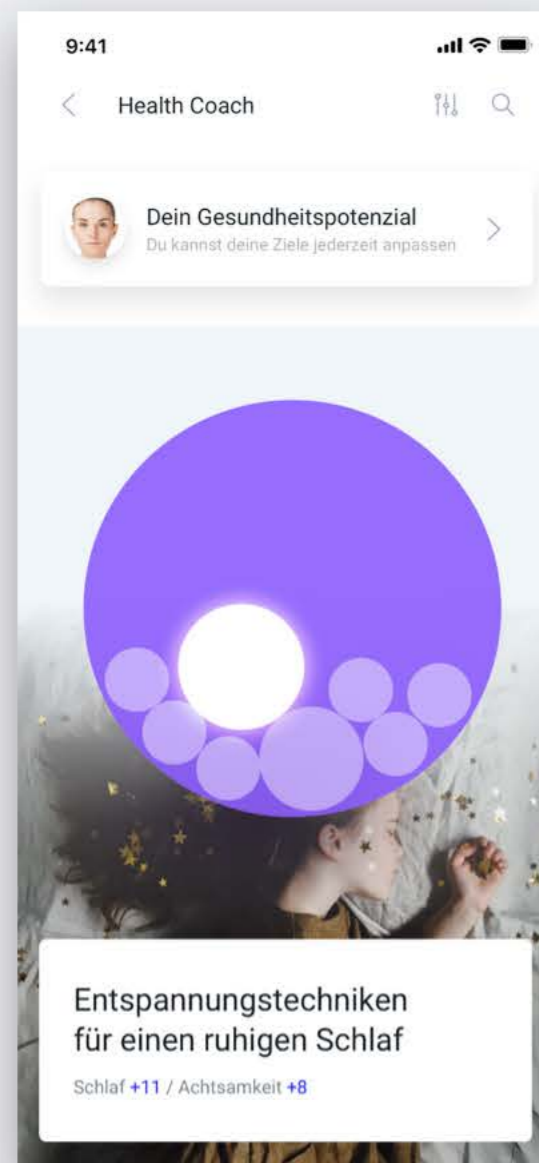
A product is only as good as its ability to co-opt behaviour. I'm not only interested in perfect design execution, but in acquiring true user adoption. Which requires products to fit into, or even change the behaviour patterns of their users.

## Education Technology

Personalised Learning and Knowledge Management

The human brain will demand for digital support systems, coping with exploding levels of complexity and huge amounts of new knowledge. I'm interested in new ways of knowledge processing and visual problem solving.

# AI Health Monitoring App

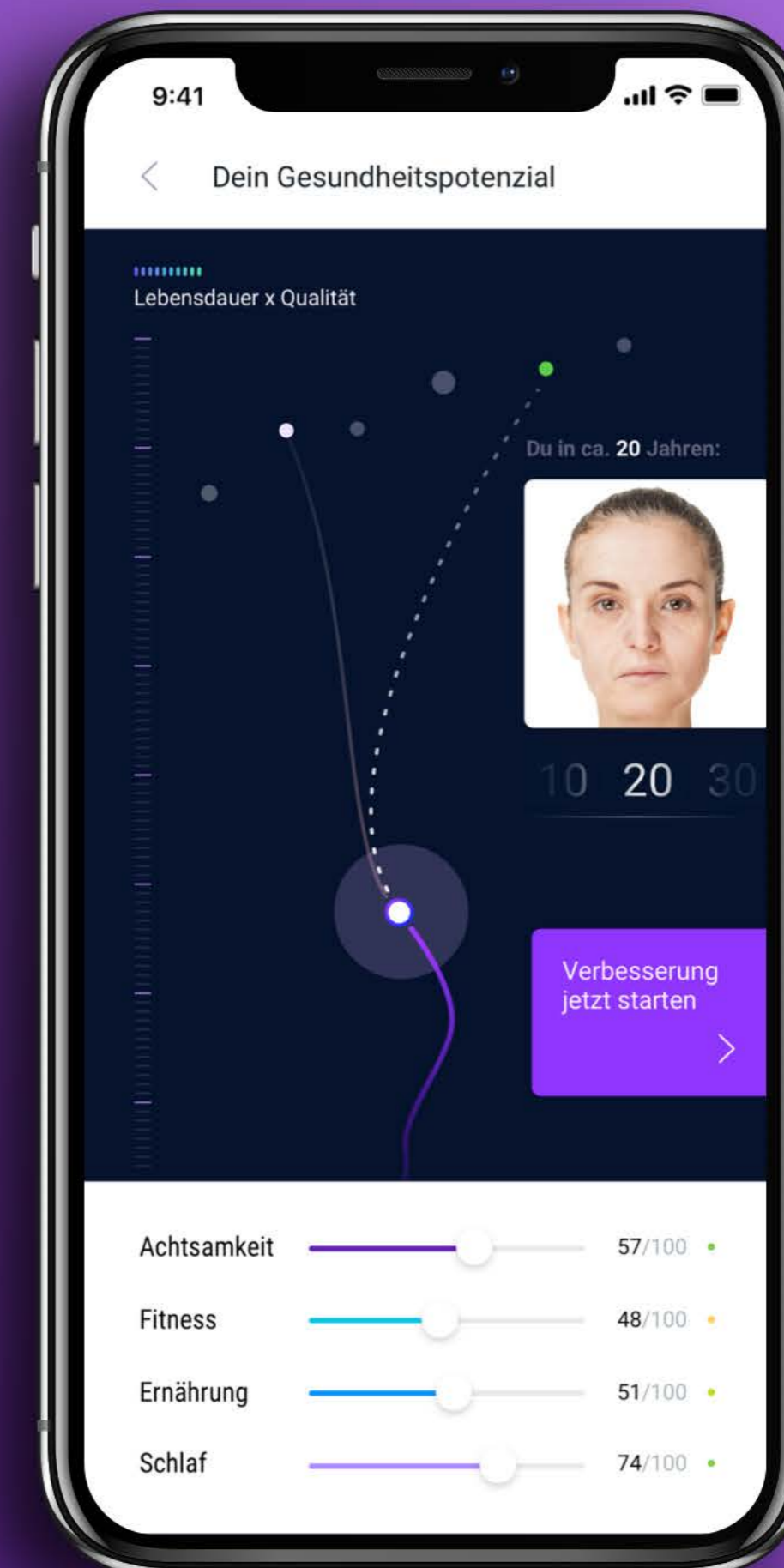
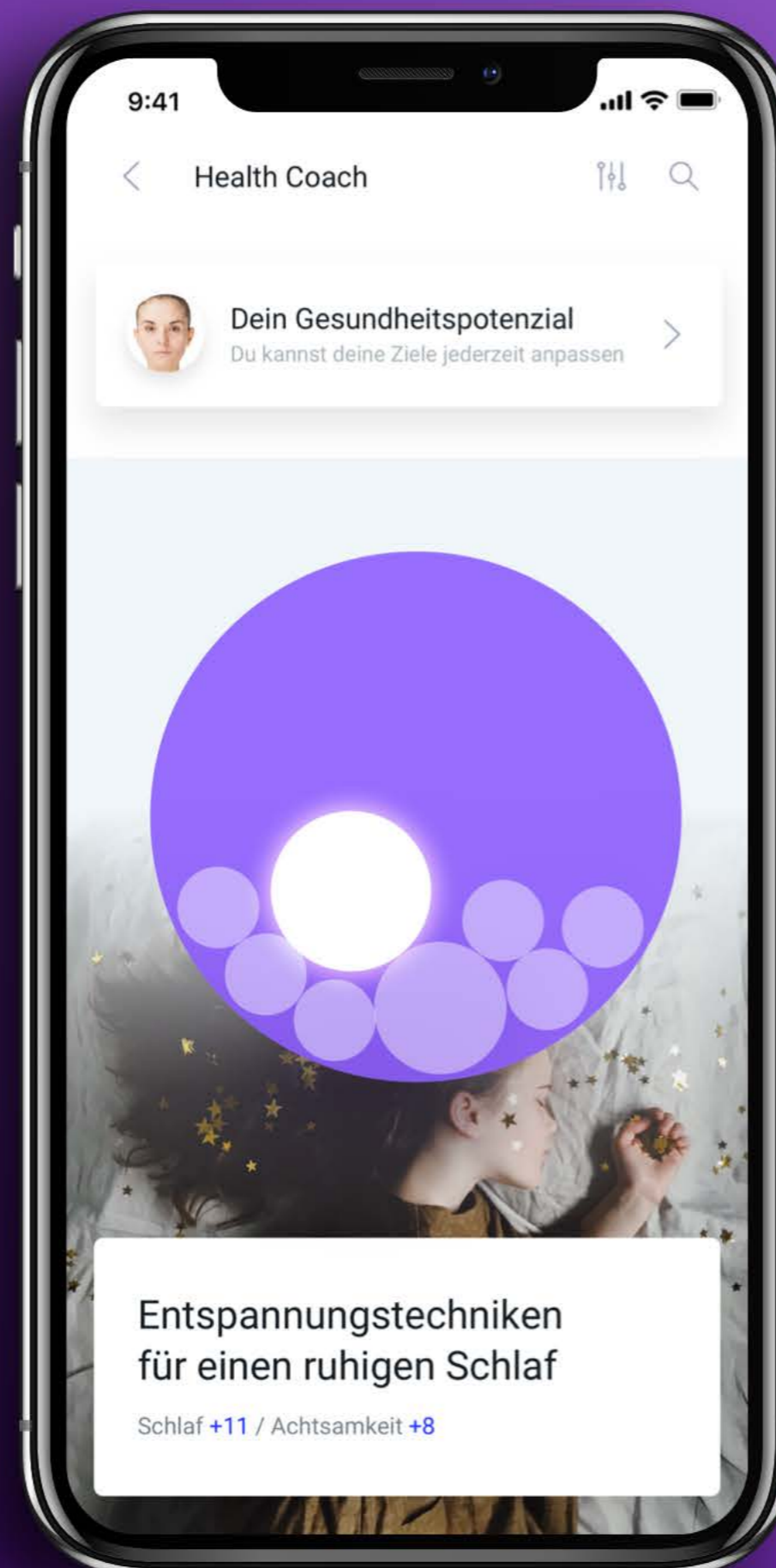


## iThrive – Personalised Wellbeing and Prevention Coach

The biggest health threats in modern societies are well-known and it is also well established that more than 50% of them can be avoided by some consequently applied preventive measures.

iThrive is a mobile app that allows smartphone users to document and reflect on their mental and physical condition. The app then generates individual suggestions, perfectly tuned to the individual health situation and even adapting to the circumstances of each individual day.

The development of this app is based on a novel field of basic scientific research, aiming to better understand how the human brain copes with the challenges of the modern world and to develop innovative tools for supporting it in this rapidly growing challenge.



## Company / Year

Cognostics AG, 2017/18

## My role on iThrive

I was involved in the early concept phase, primarily as a user experience and visual designer. My job was to make the vision understandable and prepare it for presentations. The design of the app architecture also fell into my responsibility, in close coordination with our neuro-scientists and technical team.

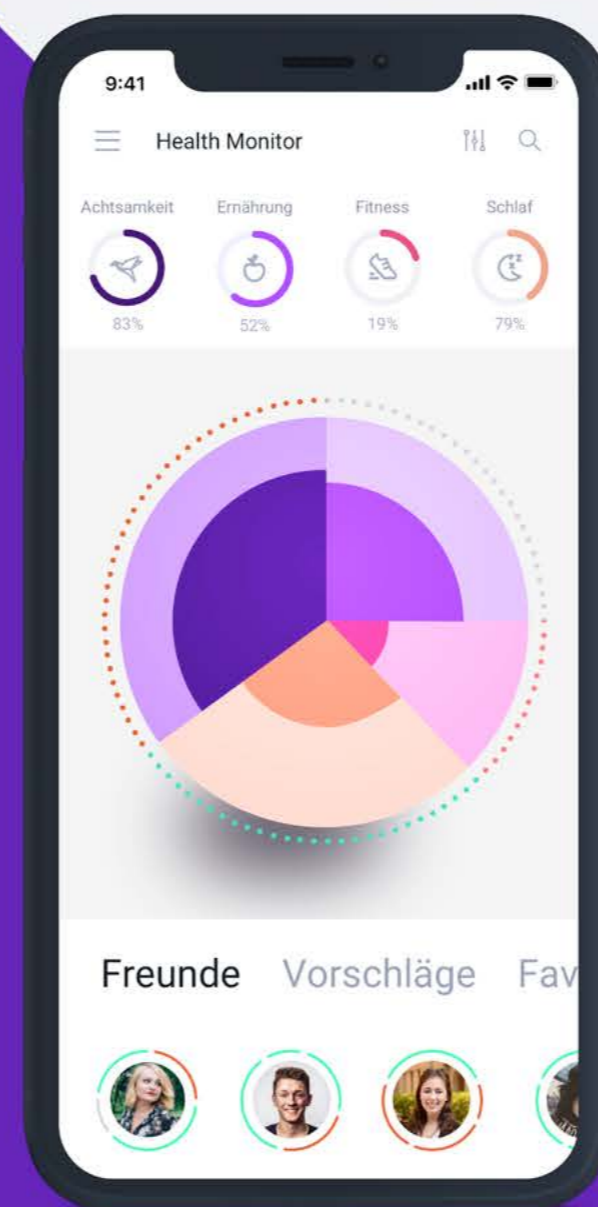
After the project was pitched successfully, it was redesigned and simplified for a more specific use case of a health insurance company.

## Deliverables

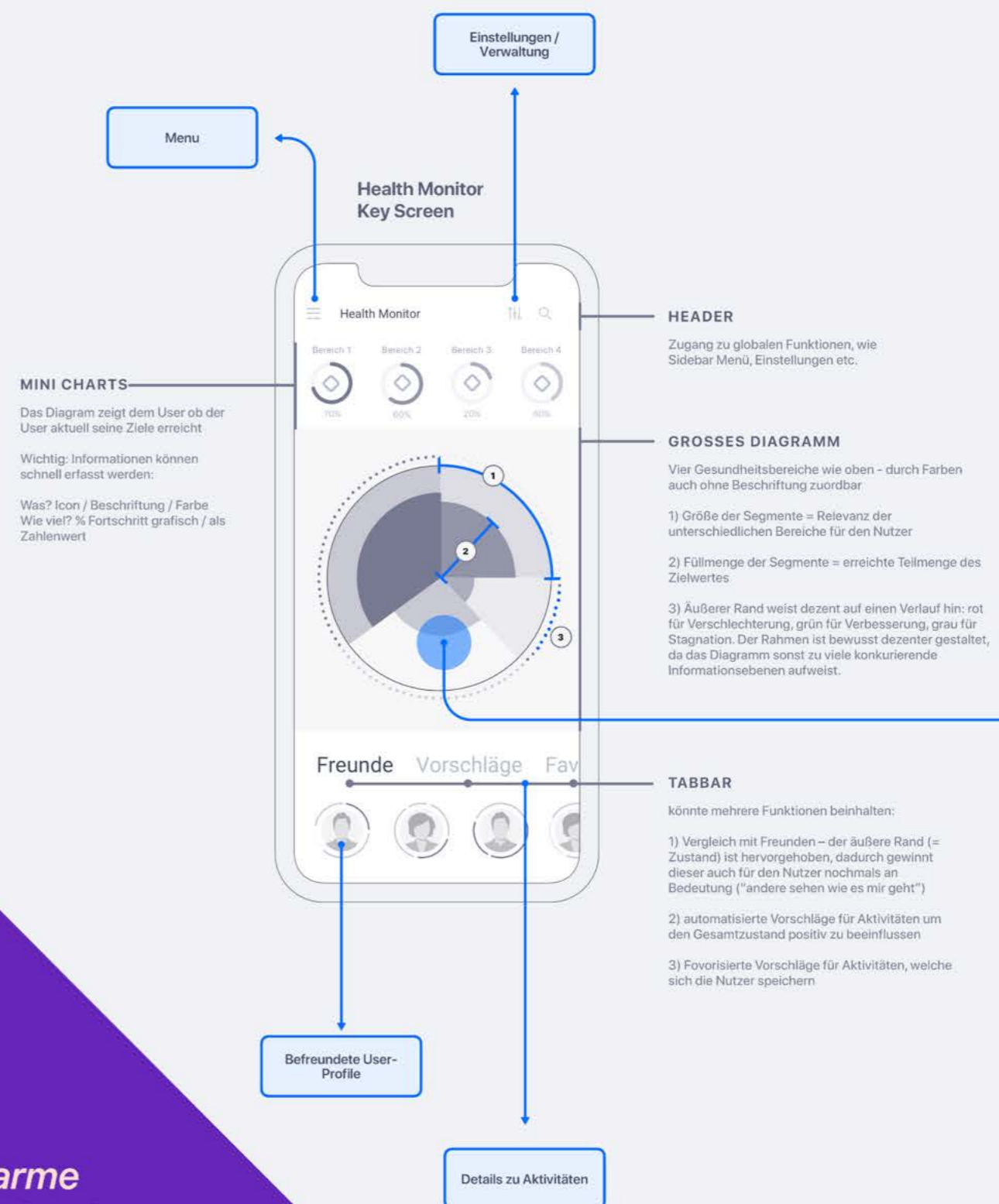
Concept papers and presentations; Wireframes and high-level flows; Refined visual designs and mockups; Interactive click-dummies and explorations for interactions

# iThrive

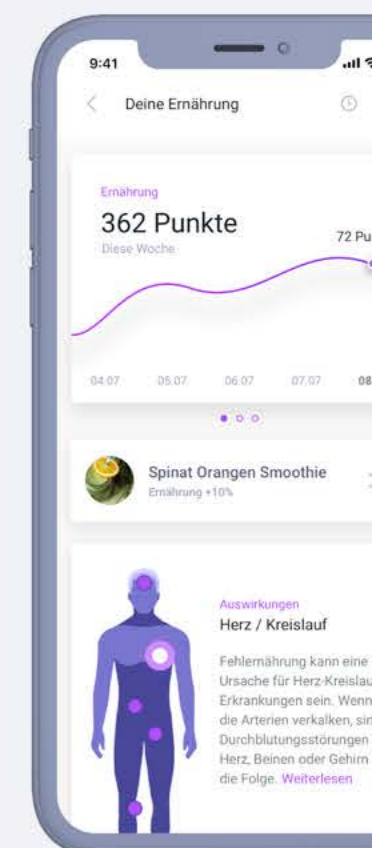
## Key Concept / Vision



warne  
Farbpalette



## Detailsansicht eines Gesundheitsbereichs



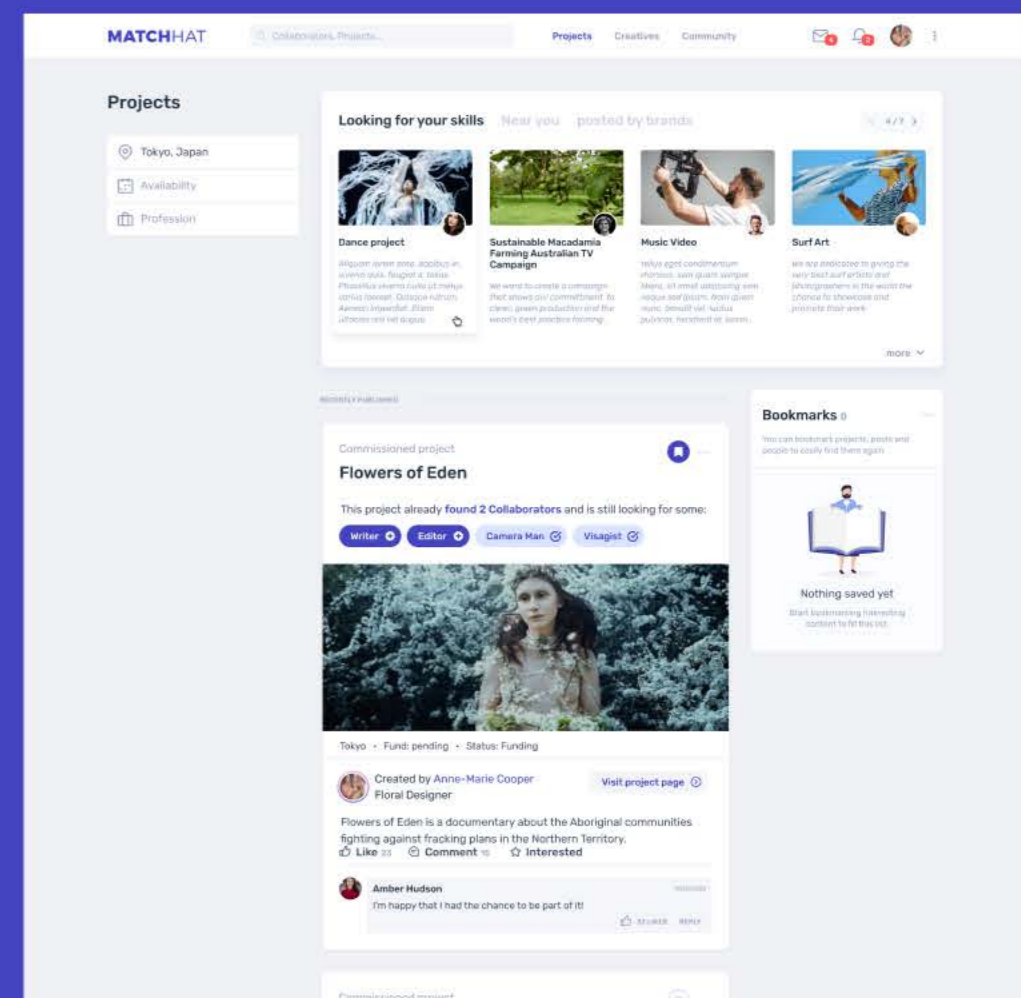
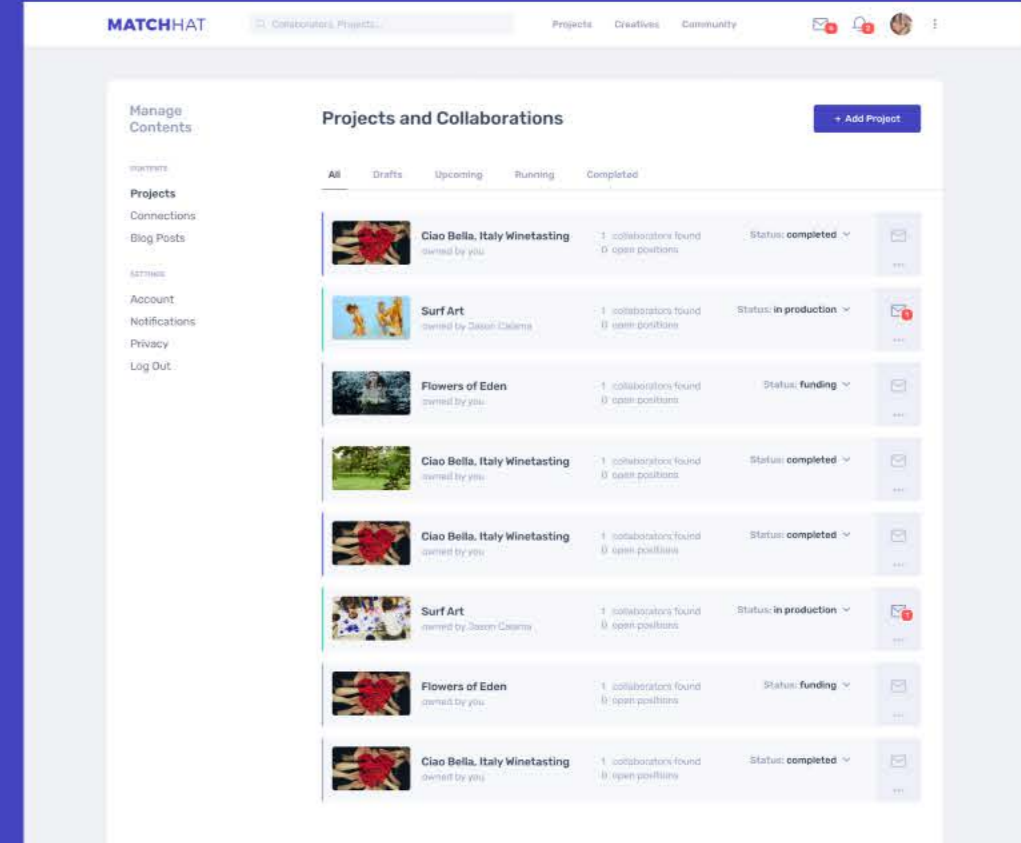
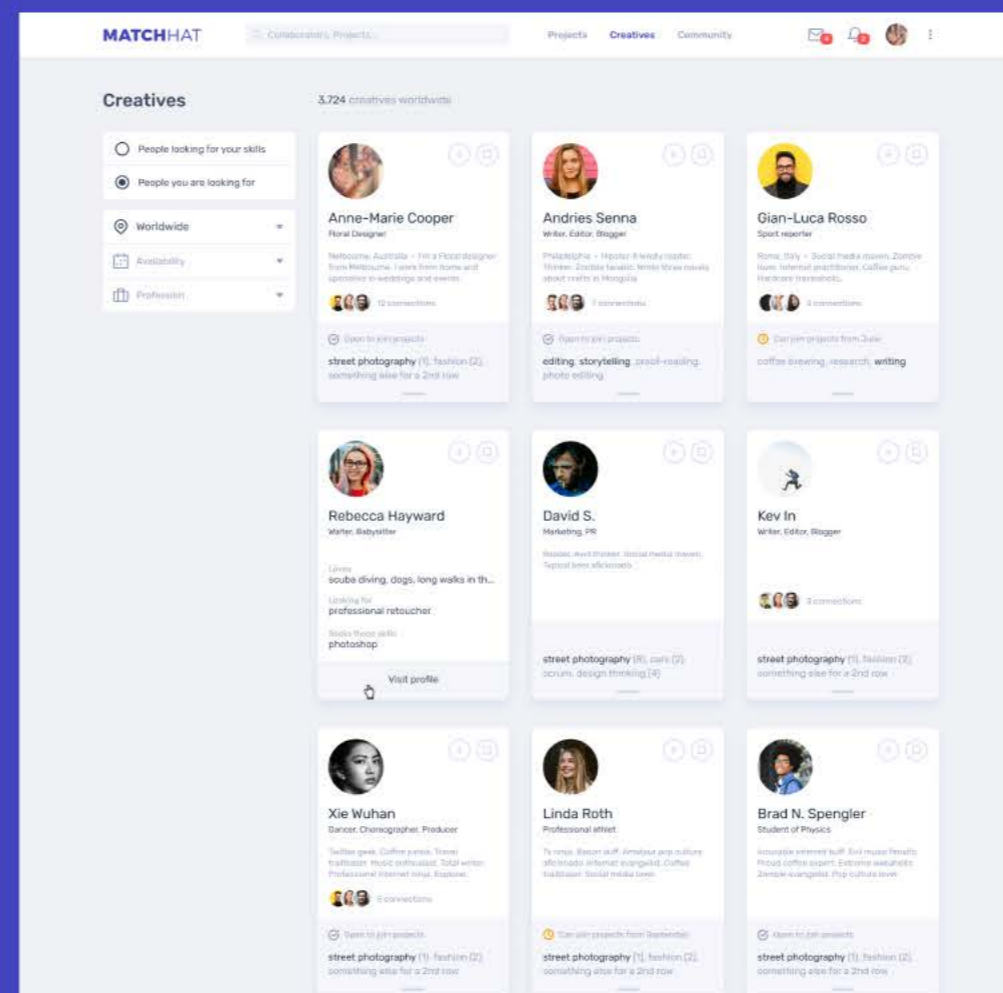
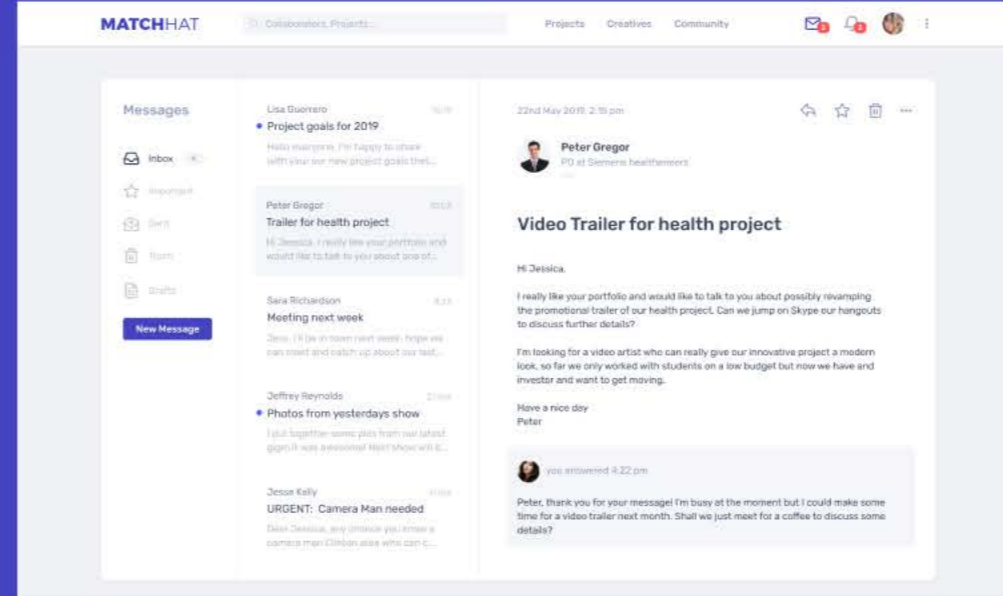
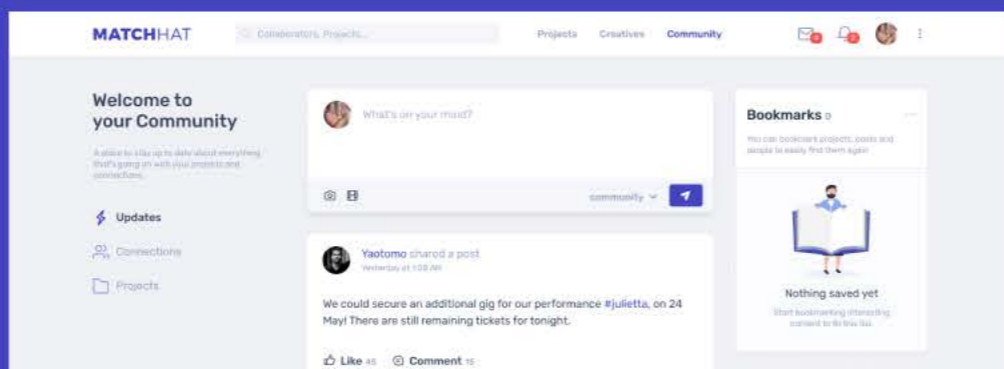
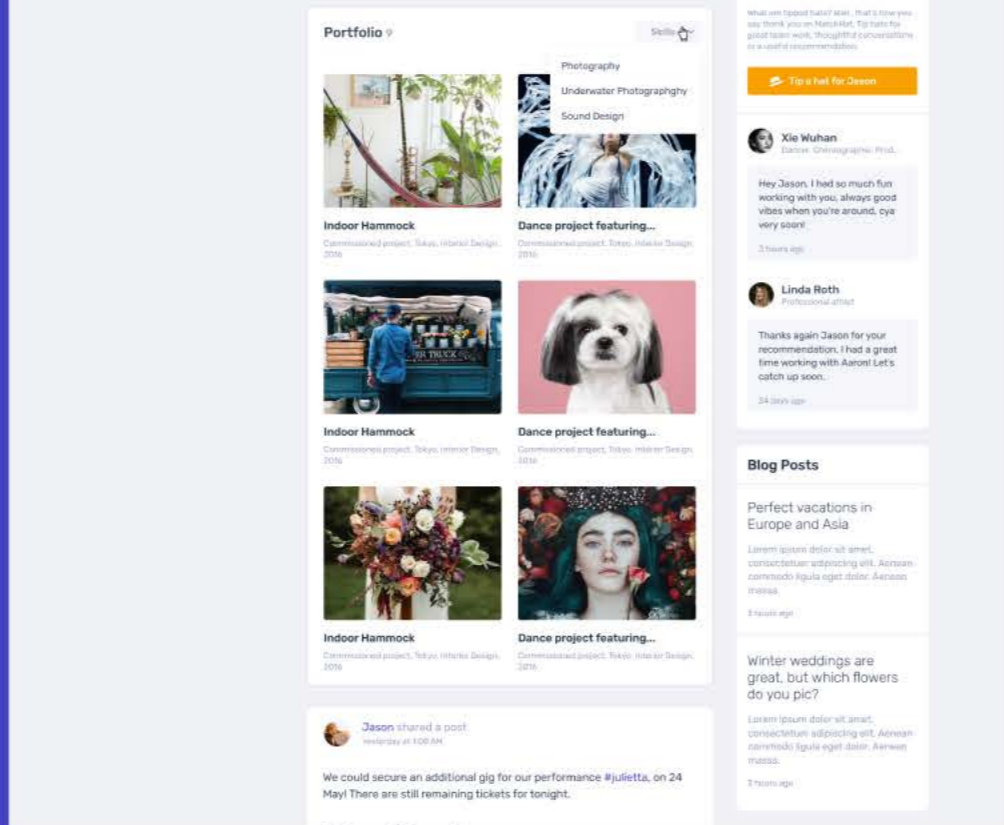
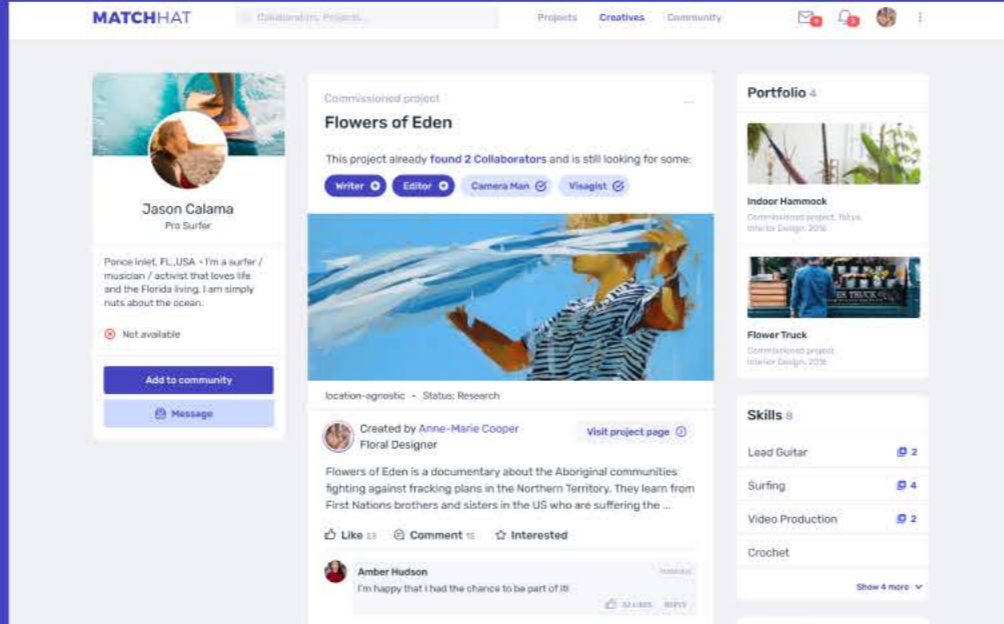
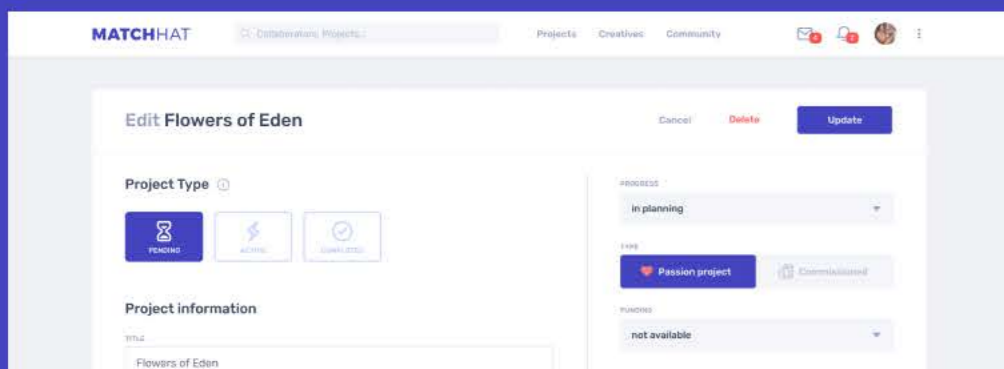
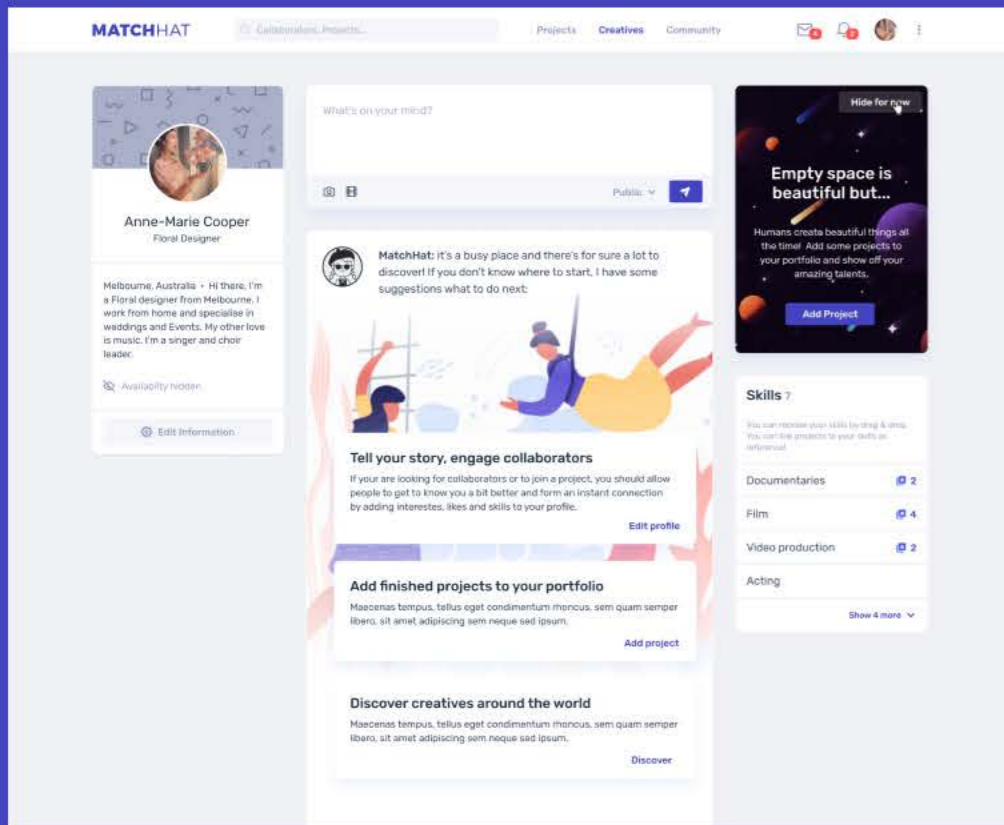
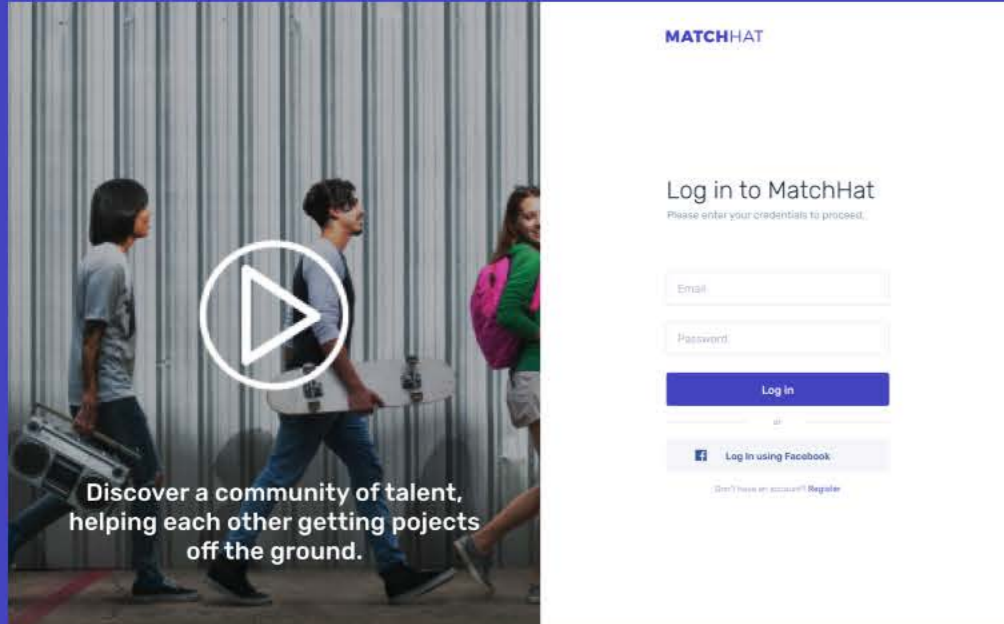
## WIDGETS

Verschiedene Statistiken und Verlaufskurven  
Vorschläge um sofort etwas in diesem Lebensbereich zu verbessern  
Auswirkungen negativ wie positiv auf den Gesamtzustand

DE  
LA  
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PROJECTS / UI & UX DESIGN

# Collaboration Platform



## MatchHat Collaboration platform

I was asked to create the design for a side project of a friend, called MatchHat. The platform enables people to create value through collaboration, to join the creative forces of talents and passions.

We worked our way to a complete prototype displaying all core features, based on a design system that we created from scratch. We then did user tests to varify important key assumptions from our storymaps and assembled a pitch deck to find investors or collaborators.

## 01. | Typogr

## 02. | Controls

## INPUT FORMS

The figure displays a grid of 12 input field examples, organized into four columns and three rows. The columns are labeled: DEFAULT, PASSWORD, LEFT ICON, and DROPDOWN. The rows represent different states: Placeholder, Active, and Typing. Each input field is shown with its corresponding icon (left, right, or none) and a dropdown arrow.

DEFAULT	PASSWORD	LEFT ICON	DROPDOWN
Placeholder	Password	Placeholder	Selected
Active		Active	Selected
Typing		Typing	Dropdown


Below the grid, the text 'RIGHT ICON' is visible, indicating that the right column of the grid is intended to show input fields with a right icon. The examples in the 'RIGHT ICON' column show the input field with a right icon and a dropdown arrow.

RIGHT ICON
Placeholder
Active
Typing

## SEARCH

A screenshot of the 'SEARCH BAR' section of an application. It features a light purple header with the text 'SEARCH BAR' in white. Below the header are four search input fields, each with a magnifying glass icon on the left and a circular close button on the right. The first field contains the text 'Enter a city or landmark...'. The second field is empty. The third field contains the text 'Iceland'. The fourth field contains the text 'Collaborators, Projects...'. Below these fields is a list of search suggestions, each preceded by a magnifying glass icon. The suggestions are: 'Tran Duy Hung', 'san franc', 'San Francisco', 'San Francronaldo', 'San Franchue', and 'San Francocalin'.

## DIRECTION FORM



## DATE PICKER

**DATE PICKER**

21/09/2018

21/09/2018

21/09/2018

September 2018

>

MON	TUE	WED	THU	FRI	SAT	SUN
28	29	30	31	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	1

## 09. | People Widget

The image displays four screenshots of a social media application interface, arranged in a 2x2 grid. The app features a light purple theme.

**Top Left Screenshot: Fans List**

- Title:** Fans 47
- Header:** A navigation bar with a back arrow, a counter '1 / 8', and a right arrow.
- Content:** A grid of 12 circular profile pictures of various users.
- Footer:** A search bar with a magnifying glass icon and the text 'Recommend a friend'. Below it is a button labeled 'Show 4 more' with a downward arrow.

**Top Right Screenshot: Profile View**

- Title:** Fans 47
- Header:** A navigation bar with a back arrow, a counter '1 / 8', and a right arrow.
- Content:** A grid of 12 circular profile pictures. The second picture in the first row is highlighted with a white cursor icon. Below the grid, the name 'Anne-Marie Cooper' is displayed, followed by the title 'Floral Designer'. A bio reads: 'I'm a Floral designer from Melbourne. I work from home and specialise in weddings and events.' Below the bio is a 'Message' button with an envelope icon.
- Footer:** A button labeled 'Show 4 more' with a downward arrow.

**Bottom Left Screenshot: Fans List**

- Title:** Fans 47
- Header:** A navigation bar with a back arrow, a counter '1 / 8', and a right arrow.
- Content:** A grid of 12 circular profile pictures of various users.
- Footer:** A search bar with a magnifying glass icon and the text 'Recommend a friend'. Below it is a button labeled 'Show 4 more' with a downward arrow.

**Bottom Right Screenshot: Profile View**

- Title:** Fans 47
- Header:** A navigation bar with a back arrow, a counter '1 / 8', and a right arrow.
- Content:** A grid of 12 circular profile pictures. The second picture in the first row is highlighted with a white cursor icon. Below the grid, the name 'Anne-Marie Cooper' is displayed, followed by the title 'Floral Designer'. A bio reads: 'I'm a Floral designer from Melbourne. I work from home and specialise in weddings and events.' Below the bio is a 'Message' button with an envelope icon.
- Footer:** A button labeled 'Show 4 more' with a downward arrow.

**Far Right Screenshot: Connections List**

- Title:** Connections
- Content:** A vertical list of profile pictures with names and professions:
  - Anne-Marie Cooper, Professional
  - Adrian, Writer
  - Gian-Marie, Sports
  - Rebecca, Water
  - David, Market
  - Kevin, Writer
  - Xie Wei, Chore
  - Amy, Sound
  - Jason, Pre St

## 08. | Skills Widge

The screenshot shows a user interface with a header 'AS SEEN BY OWNER' and a 'Skills' widget. The widget has a title 'Skills 7' and a description: 'You can reorder your skills by drag & drop. You can link projects to your skills as reference!'. Below the description is a list of skills: 'Documentaries', 'Film', 'Video production', and 'Acting'. Each skill has a blue icon of a document with a plus sign and a number indicating the count: 2 for Documentaries, 4 for Film, 2 for Video production, and 0 for Acting. At the bottom of the list is a link 'Show 4 more' with a downward arrow. To the right of the skills list is a 'Skills Widget' section with a yellow header. It contains text explaining that owners can reorder skills and that the widget shows the first 4 skills, with a link to expand the list.

AS SEEN BY OWNER

### Skills 7

You can reorder your skills by drag & drop.  
You can link projects to your skills as reference!

- Documentaries 2
- Film 4
- Video production 2
- Acting 0

[Show 4 more](#)

### Skills Widget

Owners can drag and drop to reorder them.

By default the widget shows the first 4 skills (so you want to reorder important ones to be shown first).

If there are more than 4 skills, the widget is displayed at the bottom of the page and expands the widget to show the complete list.

# Atlas Learning Platform

Dashboard

Hello, Simon! >

## Welcome to your Dashboard

At a glance: courses, events and discussions

University

Faculty

Semester

NTU

Science

26 Apr 2017 – 27 May 2017

72%

MS721M - Processing Of Inorganic Materials

Peer Review – Exams – Progression

0%

MS722X - Just another course

Peer Review – Exams – Progression

Resume Lecture 1

Introduction to inorganic Chem...

Course: Crystal Chemistry

Lecture 4: Thorium

Thorium is a weakly radioactive metallic chemical element with symbol Th and atomic number 90.

Course: Crystal Chemistry

Peer Review for "Review Presentation"

Deadline: Jul 21 2018 00:00:00

Event Go to Calendar

Dashboard

Hello, Simon! >

Activity & Stats  
Simon Parker

## Welcome to your Dashboard

At a glance: courses, events and discussions

72%

MS721M - Processing Of Inorganic Materials

Peer Review – Exams – Progression

Continue Course

0%

MS722X - Just another course

Peer Review – Exams – Progression

Begin Course

Resume Lecture 1

Introduction to inorganic...

Course: Crystal Chemistry

Lecture 4

Thorium

Course: Crystal Chemistry

Lecture 2

Powder Synthesis-2

Course: Crystal Chemistry

10 October 2017

Reminding you all about the CA1 test on Friday, 29 Sep at MSE Meeting Room 1 (N4.1-Level 1) from 5 to 6 pm. Please bring your calculator. You will answer on a sheet of paper that will be provided. Test will cover the. You can bring and refer to the Powerpoint slides of the modules

## Fascination based learning with Atlas

Atlas is a learning platform built for digital natives and meant to become one's very own digital brain.

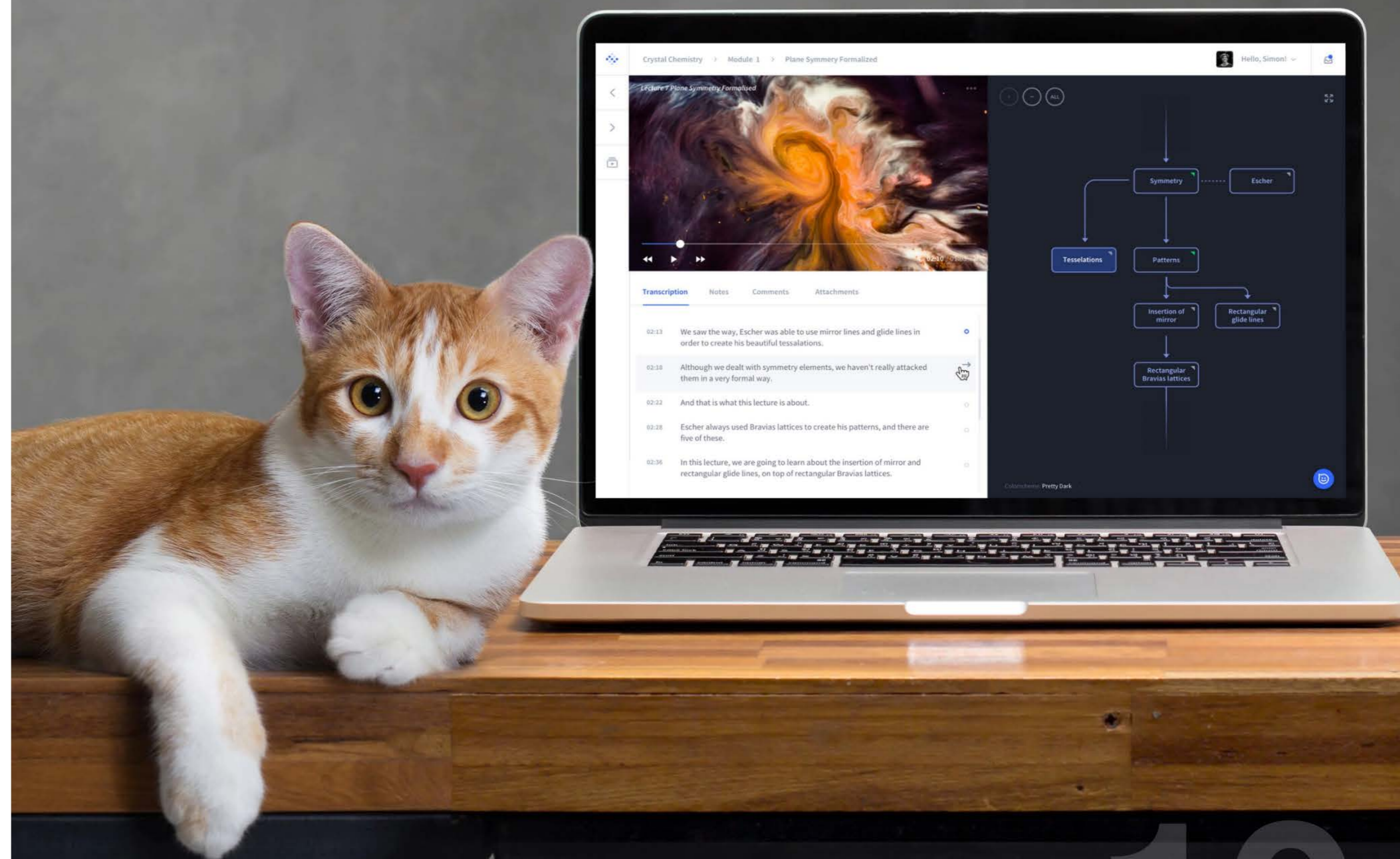
It provides an individual learning environment, implementing a variety of groundbreaking tools for problem solving, reasoning and future thinking.

Students can easily navigate through complex topics with the help of interactive knowledge maps. They also take advantage of an evolving artificial intelligence, which is programmed to learn about what the student finds most fascinating, presenting him with the right content at the right time.

Atlas provides students with a fascination-based learning process and features an collection of tools for problem solving, reasoning and future thinking.

Whatever your mind is tackling, Atlas will empower you to reach the next level.

Reasoning architectures are displayed simultaneously to lecture videos as dynamically enfolding graphs



## Company / Year

Cognostics AG, 2017/18

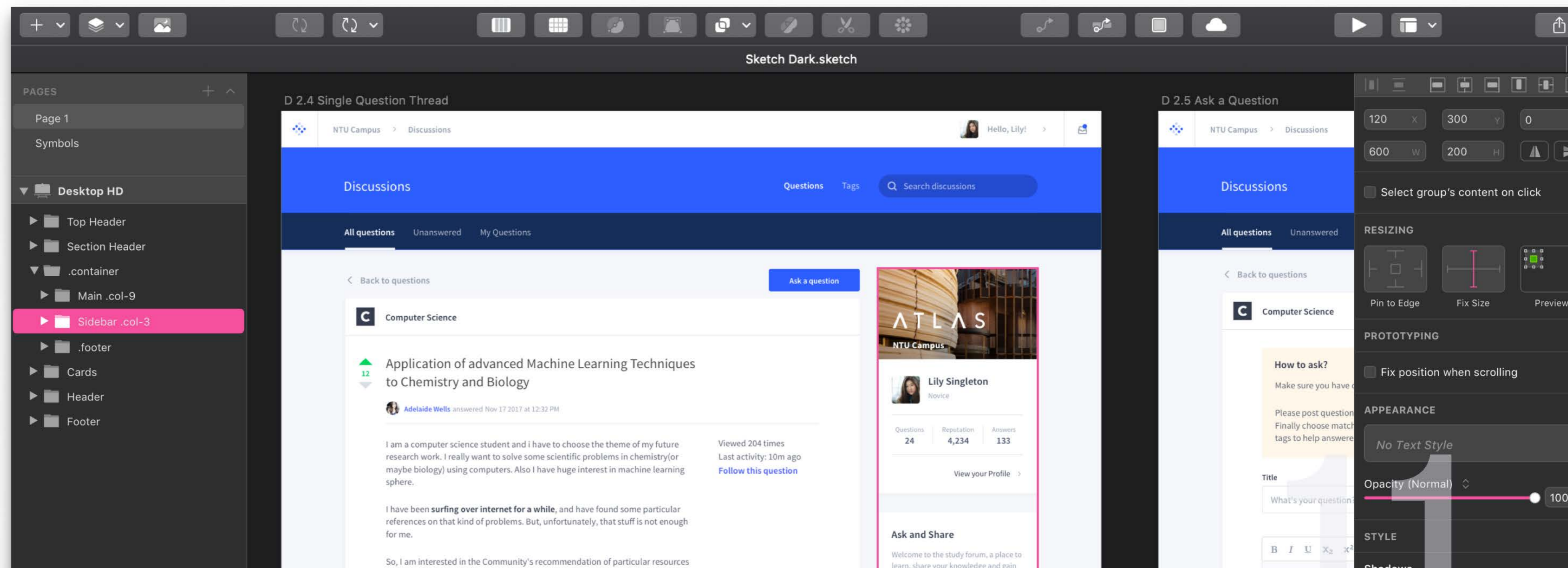
## My role on Atlas

Initially I was asked to facelift an existing prototype. It soon turned out that the entire UX and navigation concept was highly confusing. I took a research and concept phase and started building a design system from scratch. Gradually we could bring screens into production and add new features to provide students with an enjoyable and motivating environment. The platform is actively being used by the NTU Singapore.

## Deliverables

User research; UX concept; Design system creation and maintenance; high fidelity screen design and flow testing through click-dummies; production design + hand off for development via zeplin.io

Designing the Q&A board in Sketch



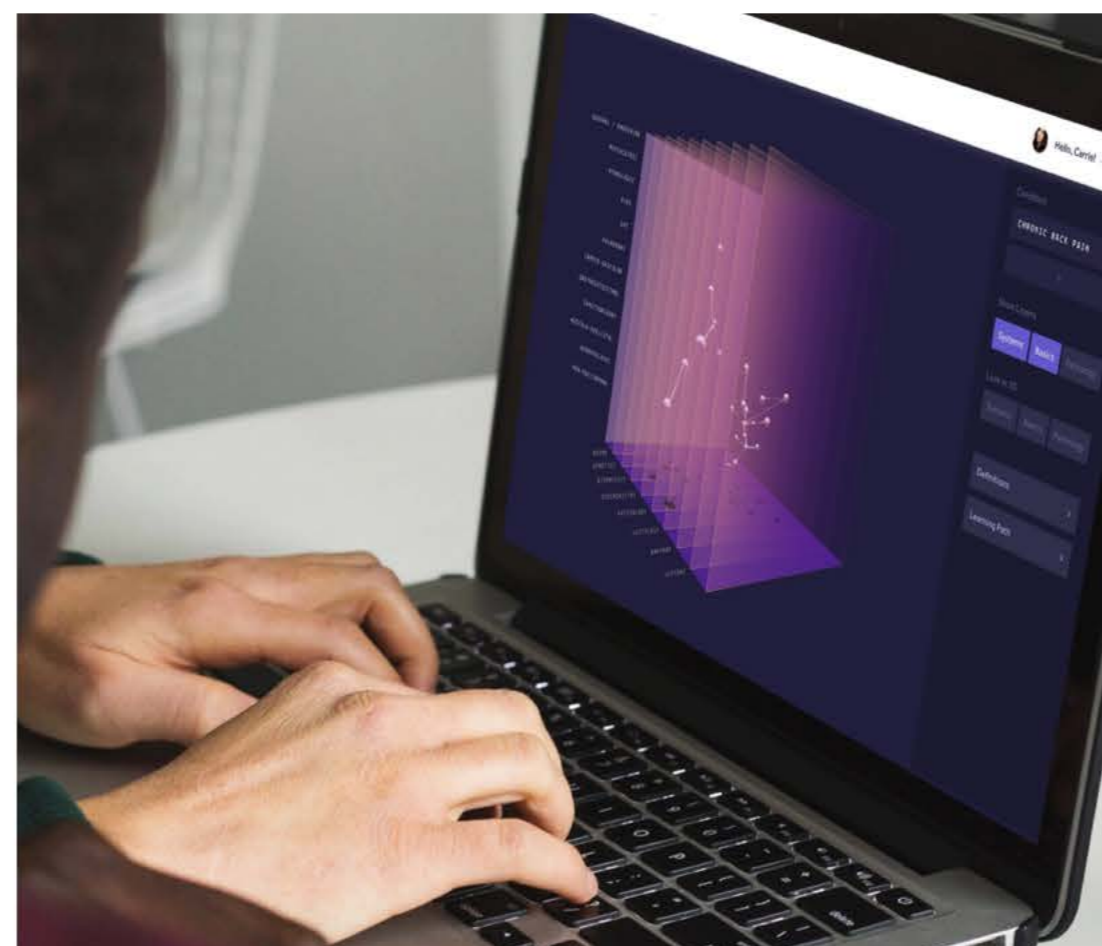
# Atlas Offspring

Because the focus of an AI powered learning platform can be set quite differently, we explored numerous use cases and experimental UIs.



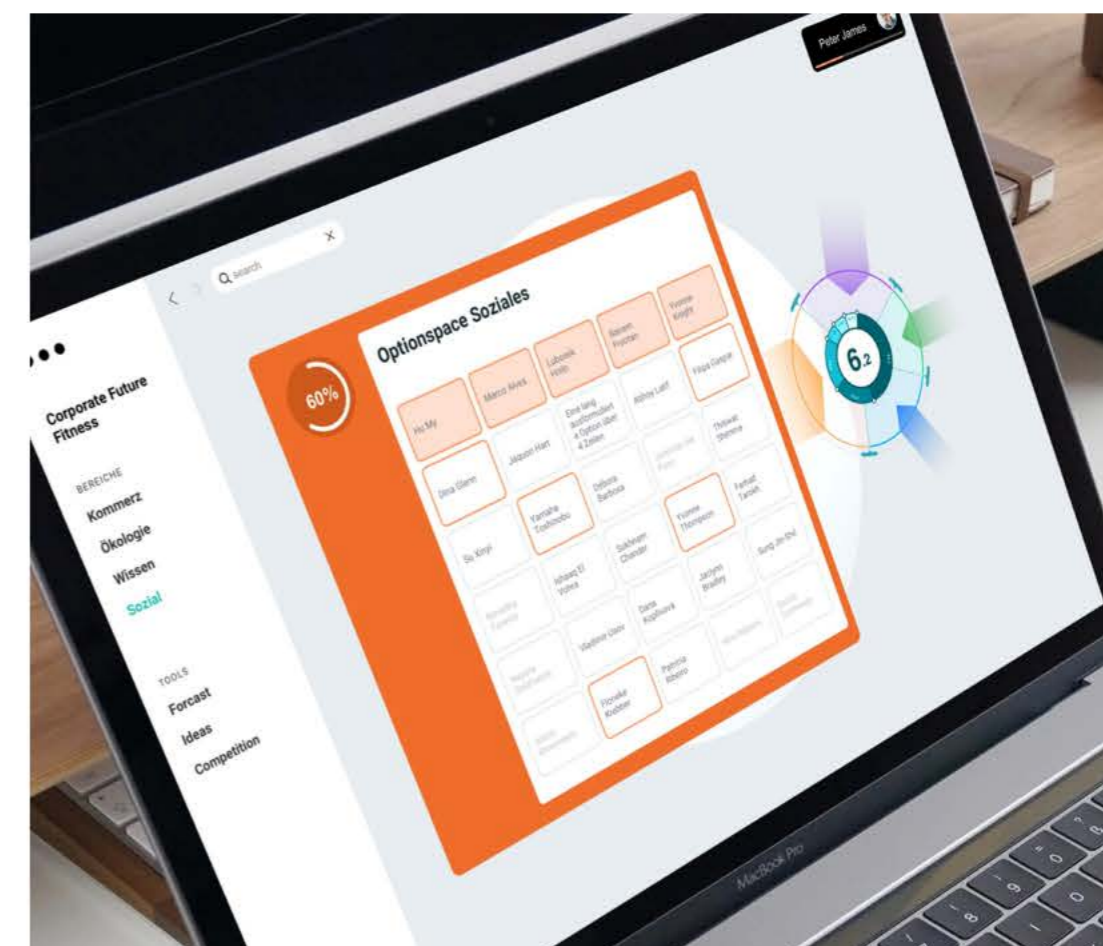
## Reasoning tools in your pocket

The original idea of Atlas refers to “reasoning tools” that support the human brain to perform complex thinking. That’s why we looked into concepts that focus on problem-solving and reasoning, with highly intuitive but rather unusual UIs that are controlled with touch and voice gestures.



## Atlas for holistic medical studies

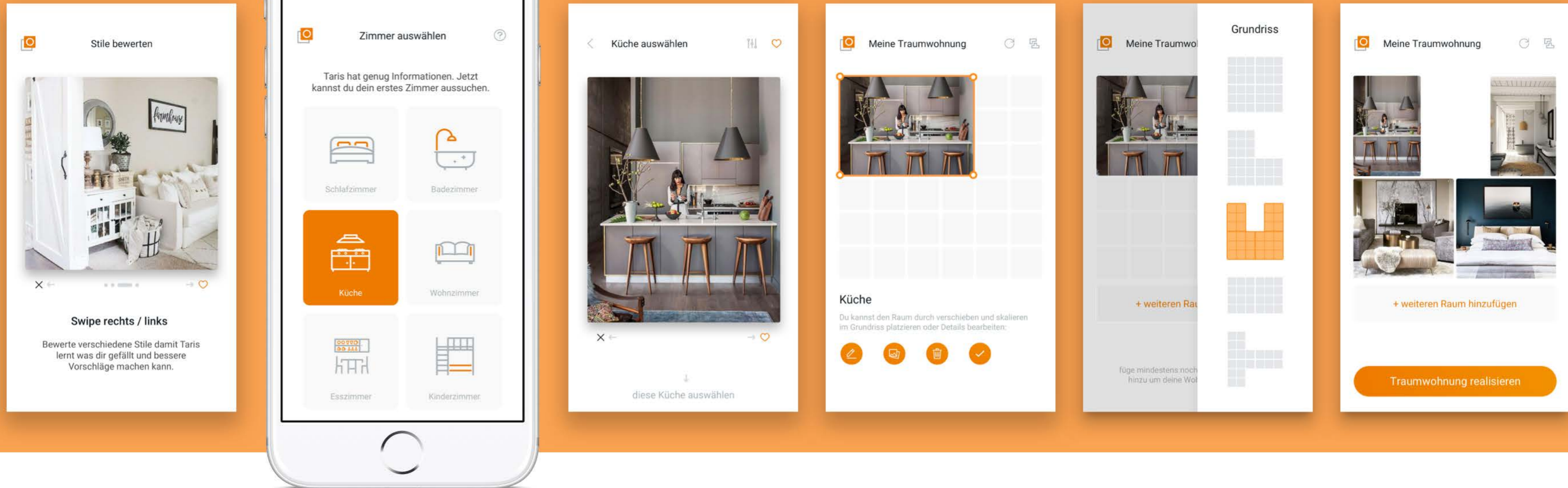
Also in cooperation with the NTU Singapore, we created a prototype that shows medical symptoms as interconnected objects embedded in a continuous 3D matrix. These floating structures represent an infinite number of complex relationships between different body systems and medical conditions.



## Atlas for data- and knowledge management

Other versions that are used in business and administration, offer special tools for the evaluation and intuitive structuring of large amounts of data and knowledge.

# Taris – Interior Design

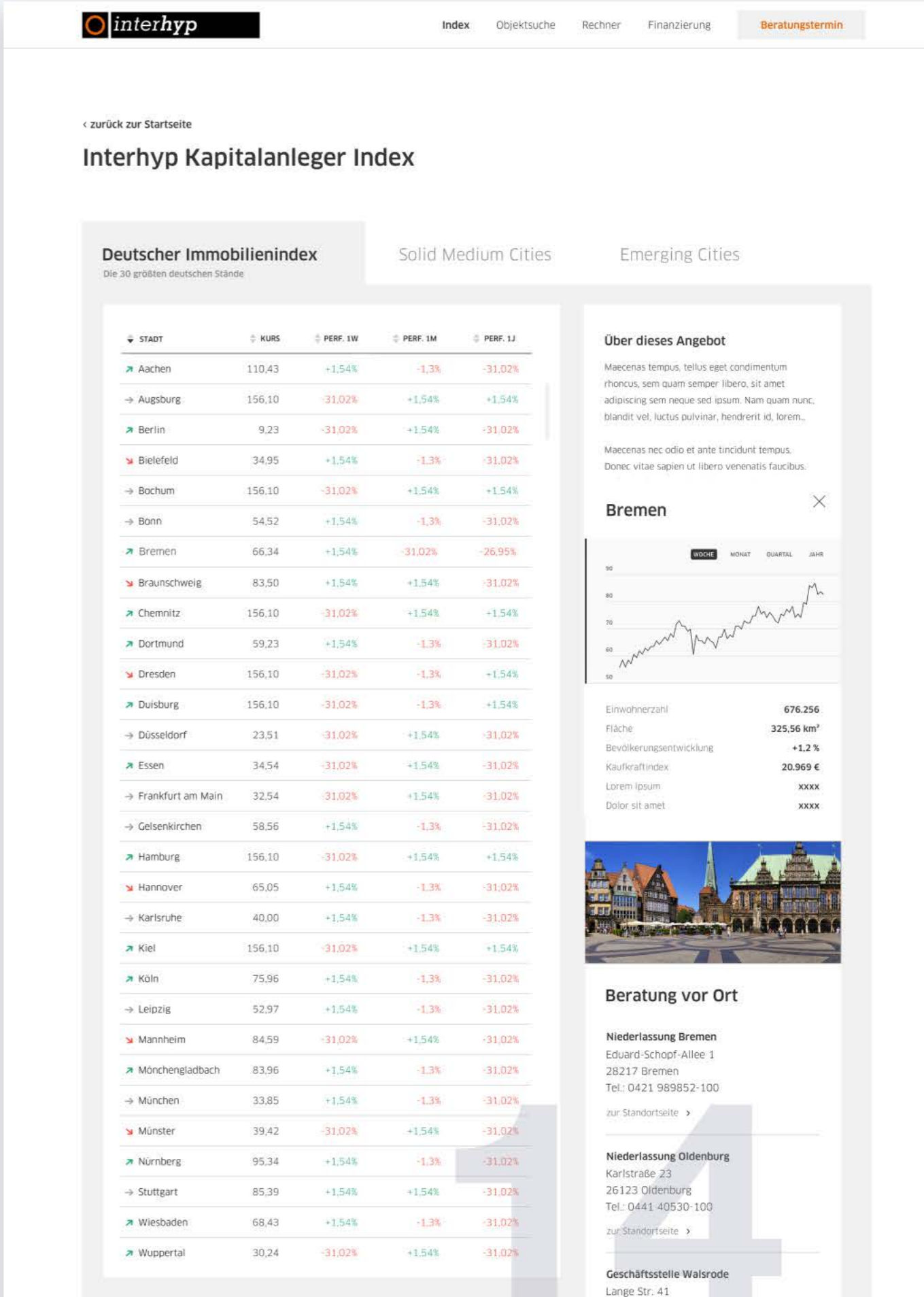
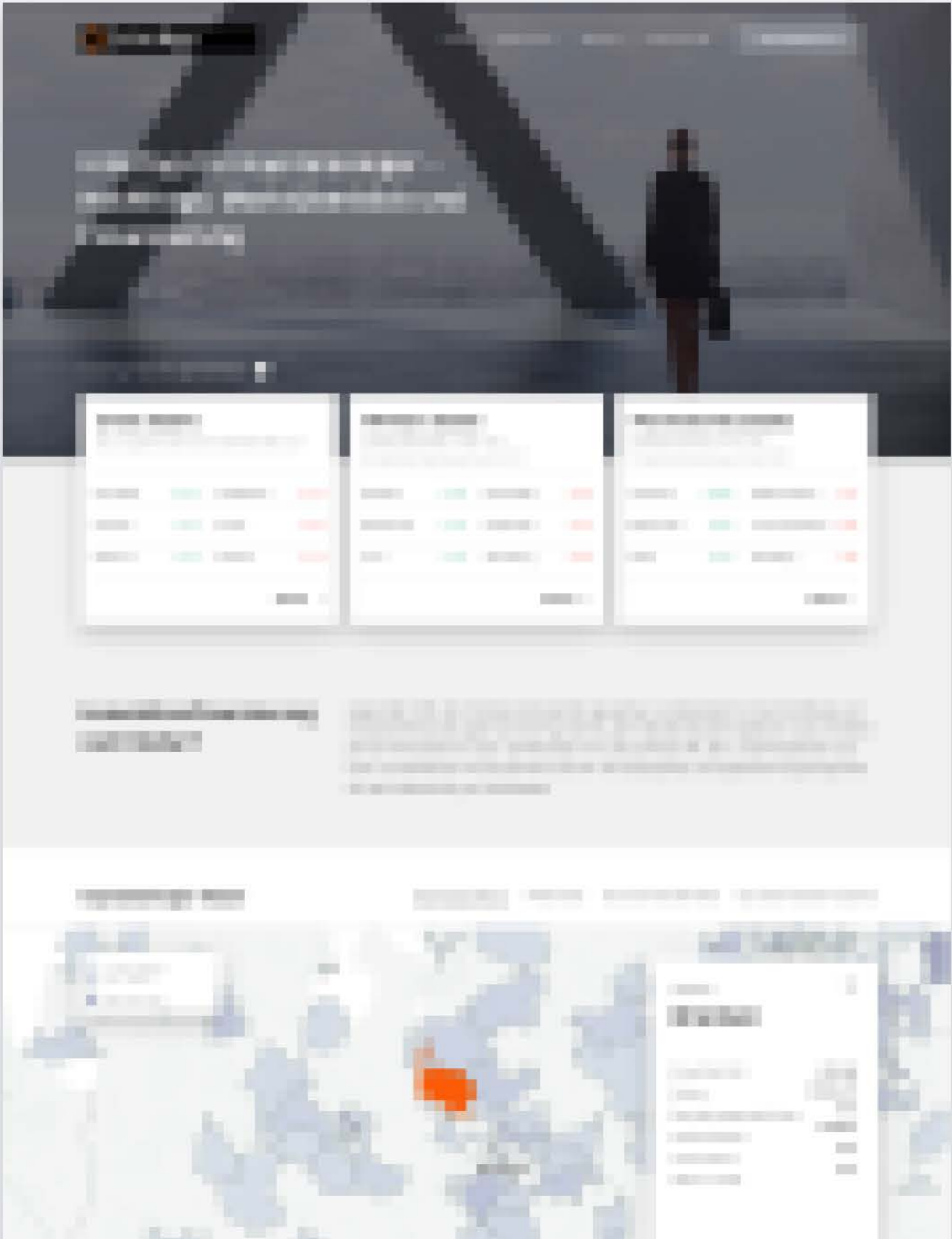


Taris is the result of a 4-day sprint. The task was to playfully encourage future homeowners to think about their potential dream home. In Tinder style, users swipe interior designs left and right to eventually create a moodboard which resembles a simplified floor-plan. The app then provides additional functionalities for notes and budget calculations.

# Interhyp for real estate investors

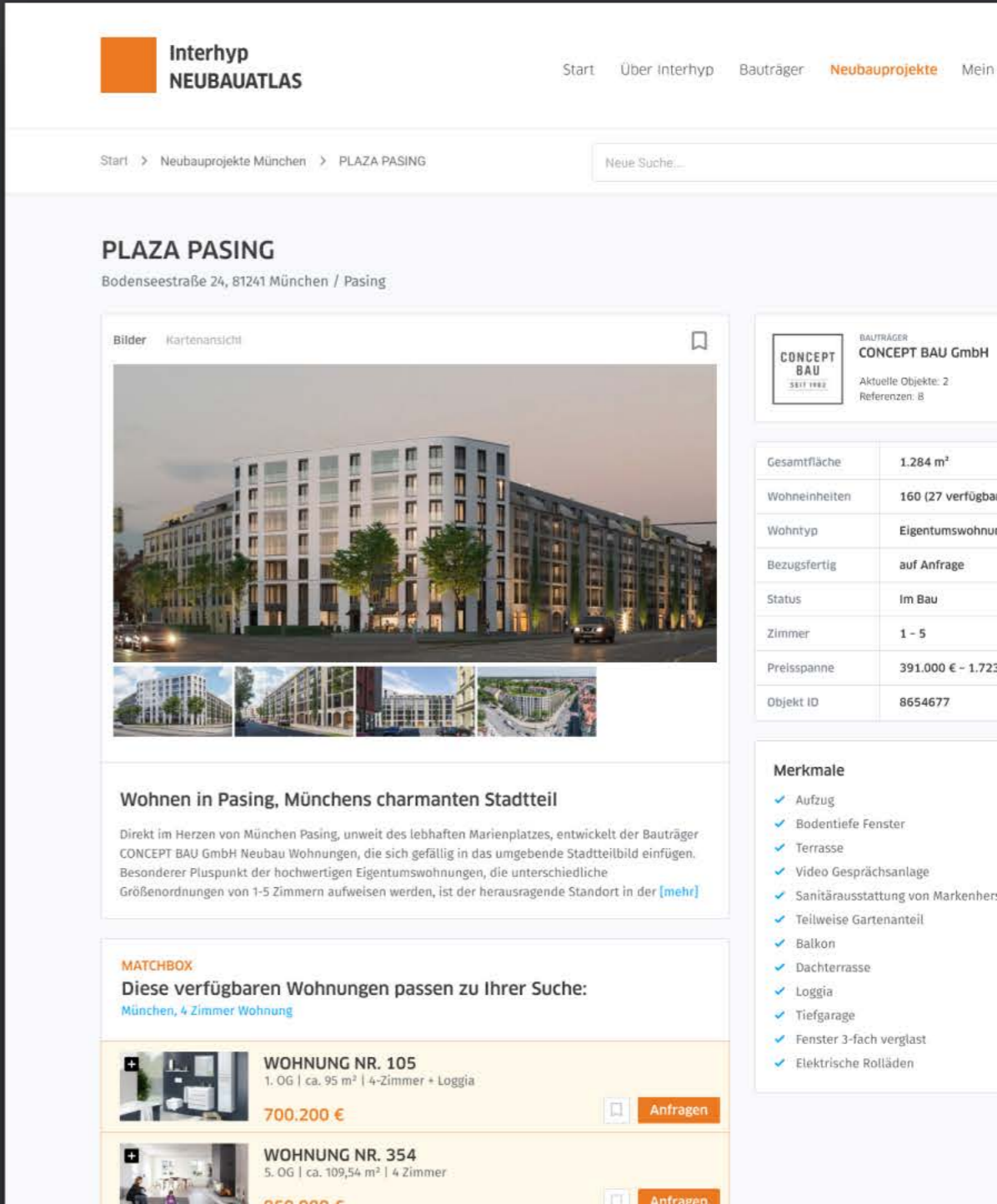
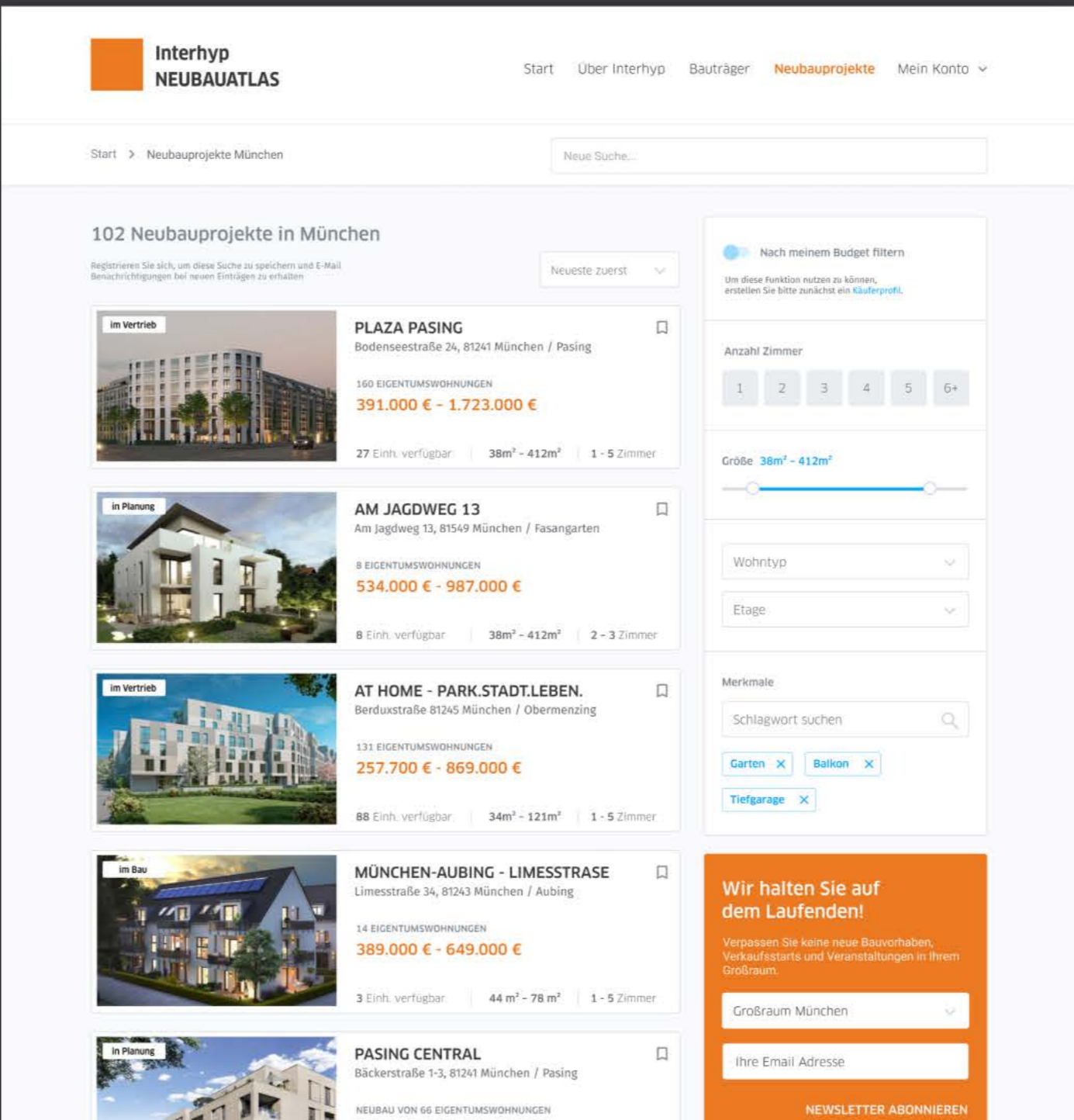
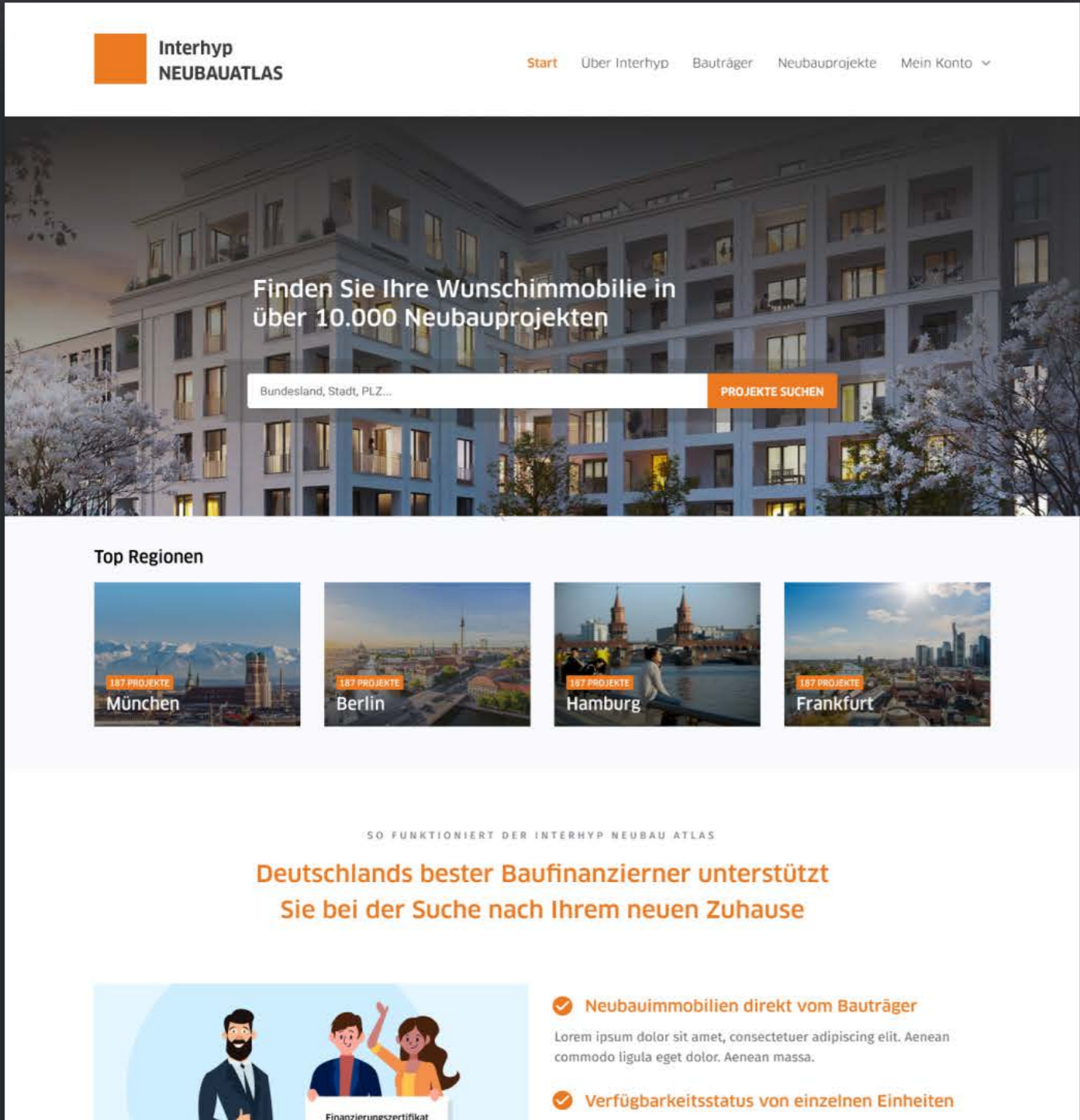
The result of a 5-day sprint is a website targeting users interested in purchasing real estate.

They get information about the current number of purchases in certain regions, so that interesting cities or even neighbourhoods can be discovered and compared. In addition, Immoscout objects for sale are displayed on a map for the corresponding regions, accompanied by information and consulting services offered by Interhyp.



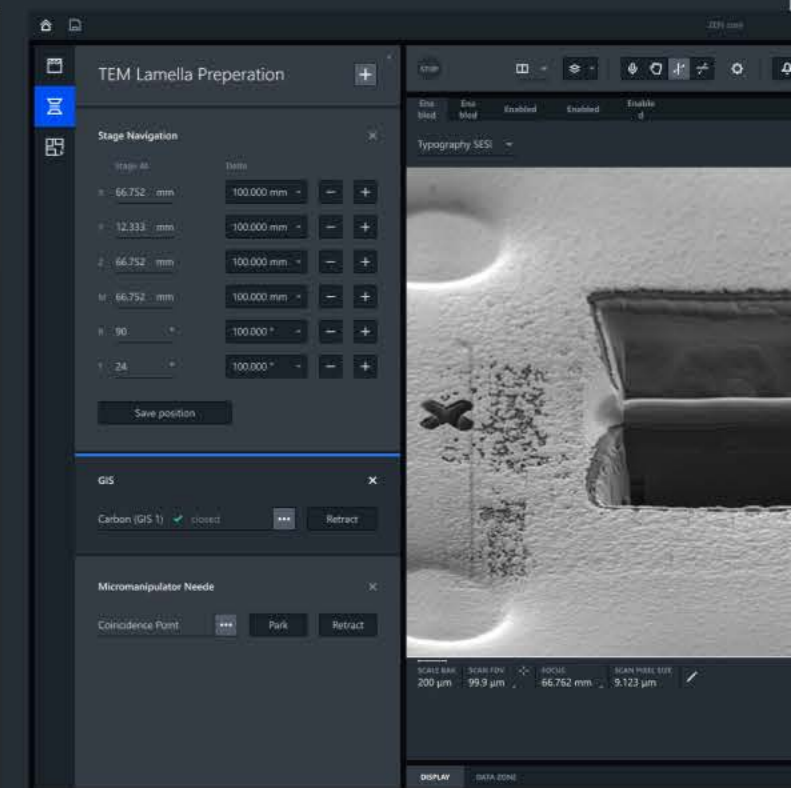
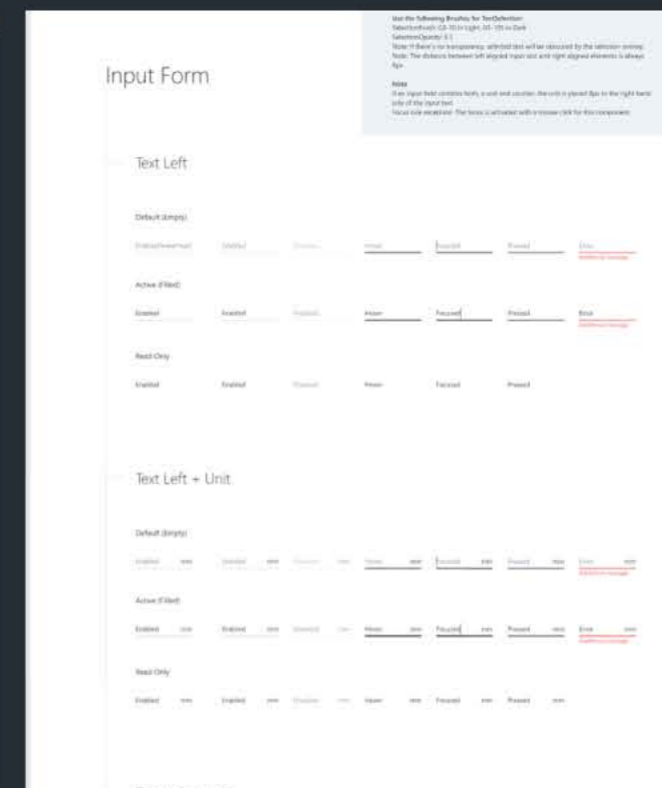
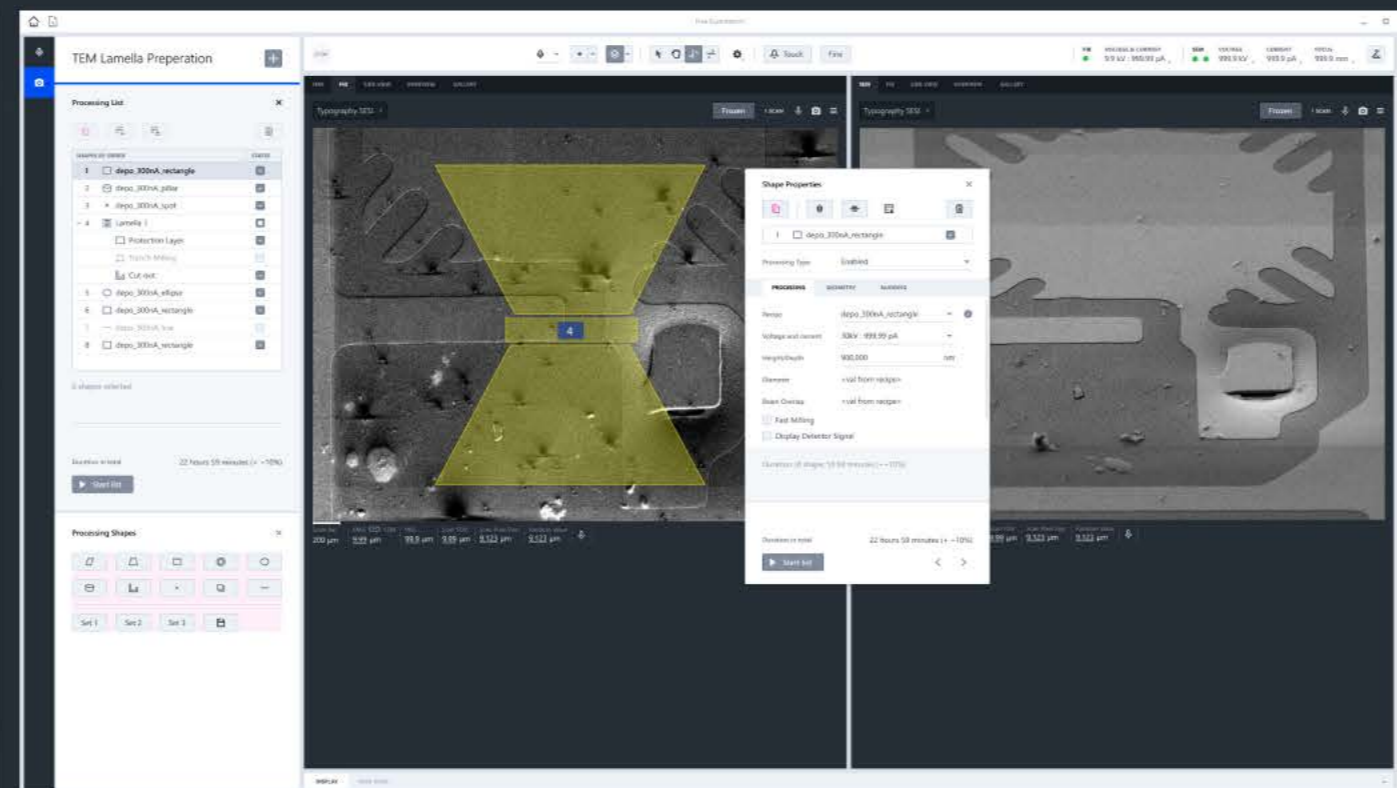
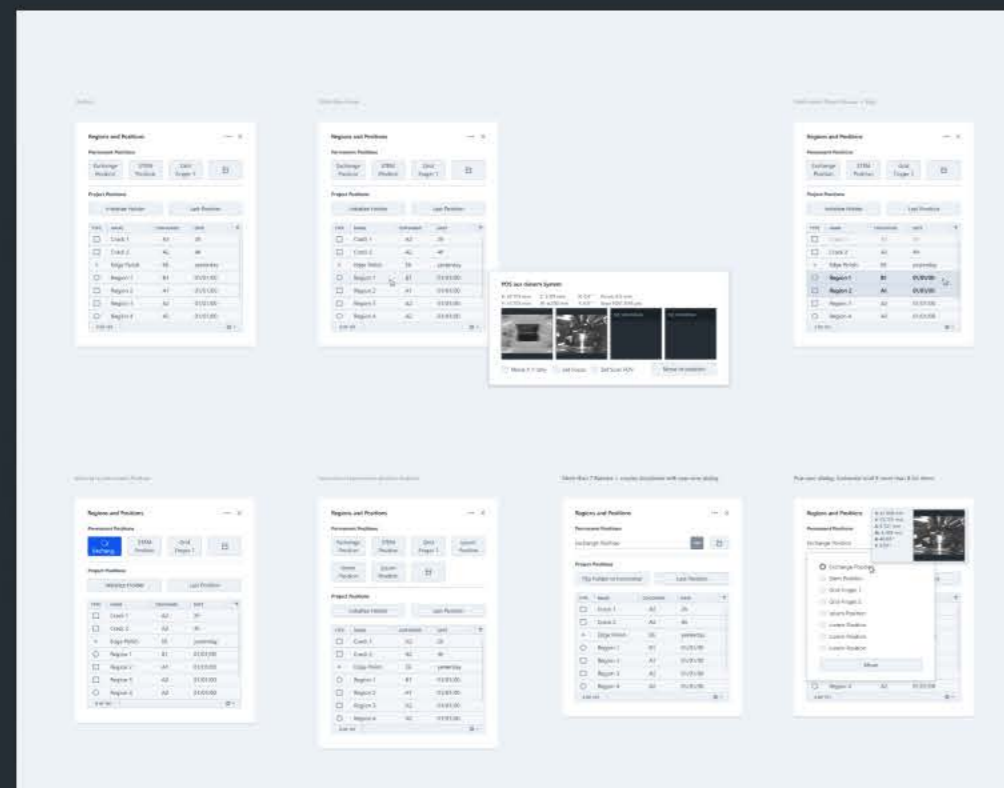
# Real estate search platform

"Are future home buyers ready to think about financing before they even find a property?" To get answers we created a clickdummy and tested a target group.

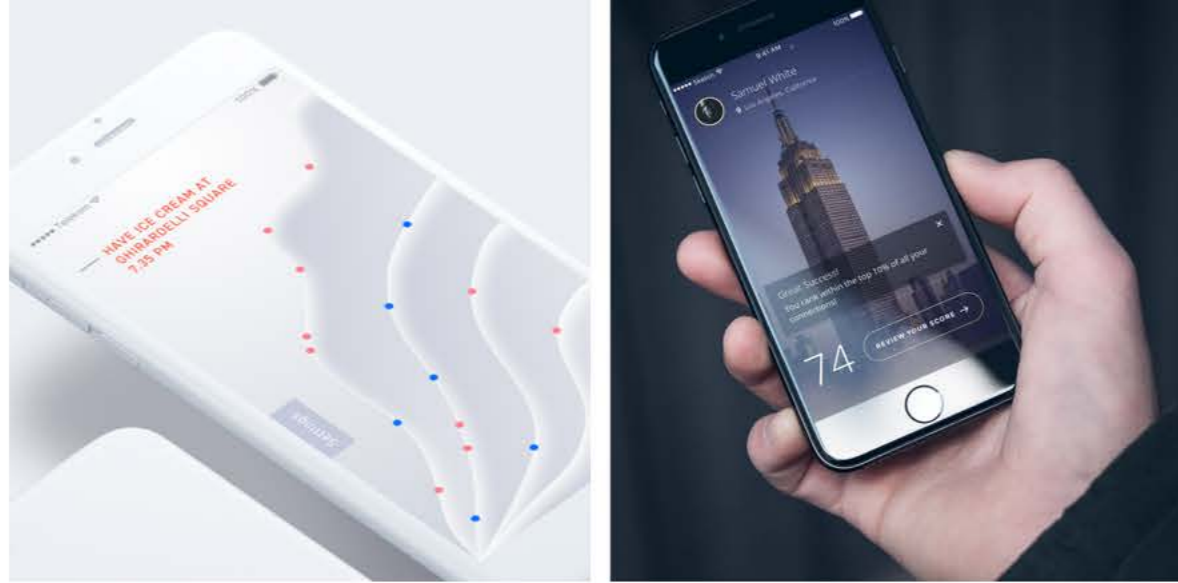


## Carl Zeiss UI Design & Design systems

At Carl Zeiss, I designed interfaces for products in the fields of medical technology, microscopy and industrial metrology. I helped manage a complex design system that provides UI components for a variety of applications and code platfromrs. Including native mobile apps for schoolchildren, a web-based patient data management platform, or refined control panels for highly complex hardware coded in WPF.



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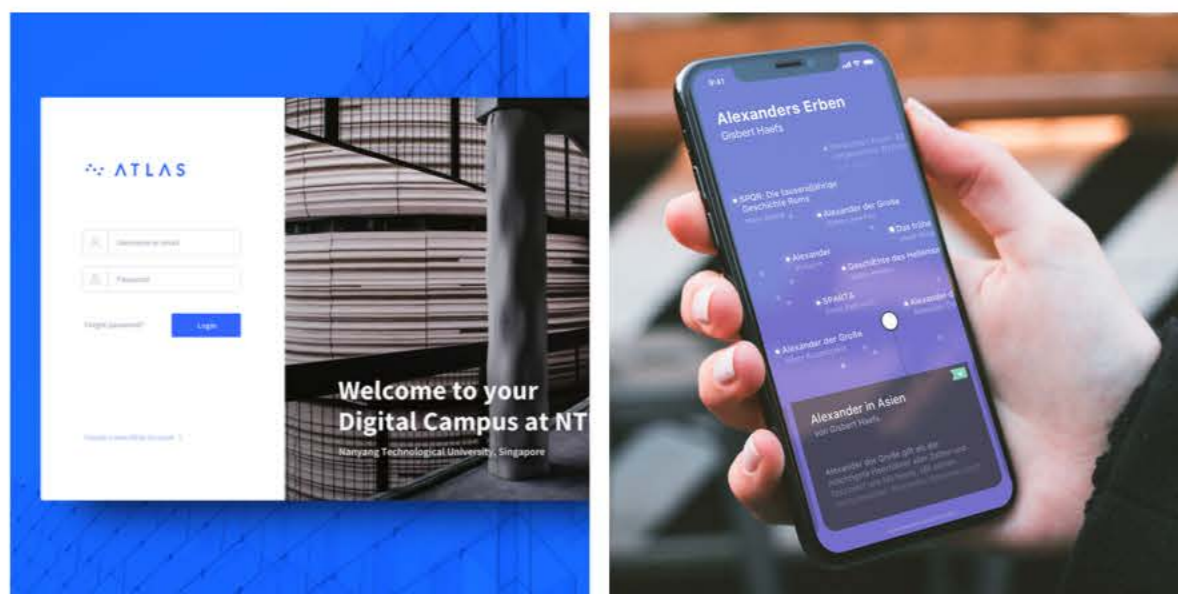
## Thank you

I very much appreciate that you have invested some the time in this piece of information. You learned a bit about the hard facts of my work and personality but of course the impression is anything but complete. If you are seriously interested in working together, make an effort to get to know me better. Send me your hello through email, connect on LinkedIn or take out your phone and dial +49 160 97995569.

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Exit