Malin Hausmann

UI/UX Designer

CONTACT

MalinLinaHausmann@gmail.com

EDUCATION

2020-2023

Bachelor of Science (B.Sc.)
in Psychology

PFH Private Hochschule
Göttingen

Modules in: Test procedure and
computer-assisted data analysis,
Research Methods, Test Planning
and Experimental Project
(Empirical examination, Data
analysis and documentation),
Basics of Test Theory and
Psychological Diagnostics,
Diagnostic Methods

**CareerFoundry UI Immersion
Certificate**

800+ hours, Including UX
Fundamentals, User Testing and
A/B Testing

Certified: Februar 2026

PROFESSIONAL SUMMARY

I am a UI/UX Designer with a background in psychology (Bachelor of
Science), with a strong interest in how people think and interact with digital products. I
strive to create experiences that feel clear, intuitive and easy to use.

EXPERIENCE

**Psychological coaching and
training Internship** — Jan-Feb. 2023

Creation and design of content such as workbooks,
blog posts and social media content on topics
related to positive psychology

PROJECTS

**AI Finance App
"Ernest"** — Finished Feb. 2026

I designed an iOS-native finance app that helps
users save for meaningful goals by
transforming complex financial data into clear,
actionable guidance.

**Mobile Gaming App
"Moonbrew Mystery"** — Finished Dec. 2025

I designed and prototyped a mobile game app that
extends the experience beyond
gameplay through social features, progression
tracking and a richly illustrated interface.
I created platform-specific versions for iOS and
Android.

SKILLS

Illustration

Iconography

Web Design

Figma/ Adobe / Sketch

Photoshop

Premiere Pro

Animation (After Effects)