

Mariann Alber

UX Designer



ABOUT ME

I'm a UX Designer focused on creating user-friendly and accessible digital experiences. I use research and design to improve how people interact with products, aiming to create intuitive and seamless solutions that enhance the overall user experience.

EDUCATION

BcS in UX Design

De Haagse Hogeschool

Communication & Multimedia design

LANGUAGE

- Estonian (C2)
- German (B2)
- English (C1)
- Dutch (A1)

I AM

- **A fast learner:** I can quickly grasp new concepts and become proficient in any tool or process when needed.
- **Open to feedback:** I'm not attached to my designs and welcome constructive criticism. I'm always ready to improve my work but also confident in standing by my design decisions when necessary.
- **Detail-oriented:** I have a pixel-perfect approach, ensuring everything is precise and well-organized. My Figma files are always neat, with properly named frames and perfect alignment.
- **Empathetic:** Through thorough research, I can put myself in the shoes of the target audience, ensuring my designs truly resonate with their needs.
- **Great at time management:** I'm highly efficient and consistently deliver work on time.
- **Strong problem solver:** I became a UX designer because I love solving problems and coming up with creative solutions that make a difference.
- **Skilled in Figma:** I taught myself how to use Figma after discovering its potential, and I prefer it over other tools like XD.
- **Proficient in HTML/CSS:** I learned coding in just a few weeks while building my own website, and I found a passion for it.

CONTACT

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WORK EXPERIENCE

Merlin | Software for Crisis

Feb 2023 - Present

User Experience Designer

- Lead the creation of a design system to improve the UX for Merlin.
- Collaborate with stakeholders to define goals, prioritize tasks, and oversee the development of impactful data initiatives.
- Redesign the interface to make it more user-friendly, using user research and high-fidelity prototypes.
- Currently transitioning into the role of Product Owner for Project C, managing the product backlog and working closely with teams to ensure successful outcomes.

Tallinn Central Library

Jan 2024 - Jun 2024

User Experience Designer

- Led a UX research project to improve the Tallinn Central Library's website and app.
- Made content simpler, increased user satisfaction, and ensured WCAG compliance, leading to greater user engagement and accessibility.

Nederlandse Spoorwegen

Feb 2023 - Jun 2023

Service Designer

- Collaborated on a service design project to enhance bike parking facilities at smaller train stations across the Netherlands.
- Developed an innovative concept that integrates storytelling and natural elements, leading to improved user experience and space efficiency.

Orbital Eye B.V.

Aug 2022 - Feb 2023

User Experience & Interface Design Intern

- Improved the usability of the CoSMIC-EYE app for satellite data analysis by refining the design and creating high-fidelity prototypes.
- Conducted user testing and worked with development teams, leading to increased user satisfaction and adoption.