MICHAELA KREISSL

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UX/UI Designer with 10 years of experience creating user-centered digital products. Proficient in Illustrator, Photoshop, Figma and Womp 3D. Skilled across a range of tools and technologies, with a strong eye for detail and a deep understanding of design systems, user behavior, and product strategy. I enjoy collaborative international environments, where continuous learning, curiosity, and innovation are part of the culture.

Experience

Lead UX/UI Designer
Funct GmbH, Munich
July 2018 – Present

- Create wireframes and prototypes of over 400+ functional screens, 1000+ graphic assets and UI components and 200+ Hype HTML5 animations for clients in industries including healthcare, automotive and finance (B2B and B2C)
- Collaborate with product and dev teams to create digital user experiences, define team objectives, prioritise projects, and ensure a cohesive product client experience, leveraging UX/UI strategies and tools
- Create and maintain custom internal CMS and design system
- Gain qualitative and quantitative insights through conducting 200+ user interviews and usability tests
- Oversee an international cross-functional team of 4 in-house and 2 outsourced professionals
- Enhance collaboration with over 50 client teams in various industries

UX/UI Designer and Experience Analyst
Funct GmbH, Munich
June 2015 – July 2018

- Created websites and touchscreen apps through effective visual and digital strategies, UX/UI methodologies including wireframing and prototyping of 70+ screens
- Translated strategic client material into website content and animations tailored to pitch investors and potential partners
- Analyzed web metrics for long-term client microsites
- Worked with client teams to create solutions to improve user retention

Graphic Designer Internship
Keller Sports, Munich
June 2014 – August 2014

- Designed packaging, web assets, and social media graphics that contributed to increased brand recognition and customer engagement
- Developed high-quality graphic assets, including icons, banners, and illustrations, ensuring consistency with the company's branding, which helped streamline marketing efforts
- Played a key role in assisting the development of a new company logo and branding, which received positive feedback from both internal stakeholders and customers
- Collaborated with localization teams to adapt designs for international markets, improving accessibility and user experience across multiple regions
- Provided design support during usability testing sessions, helping identify UI/UX improvements that enhanced user satisfaction and conversion rates

Education

Full-Stack Web Development Program
Career Foundry GmbH, Remote
January 2025 – Present

Intensive, project-based online training program focusing on HTML, CSS, JavaScript, React, Node.js, Angular, and the MERN stack (MongoDB, Express, React, Node.js). Work on designing and developing various web applications:

- A small app (HTML, CSS, JavaScript) to fetch external API data
- Building myFlix React app, integrating React for extensive full-stack development
- Managing myFlix movie app's backend (MERN stack) for full-stack proficiency
- Creating Meet App, a serverless PWA with React, integrated Google Calendar API
- Developing a mobile chat app using React Native, Expo
- Building an Angular app seamlessly interacting with server-side code via REST API endpoints

Intro to Frontent Development
Career Foundry GmbH, Remote
December 2024 – January 2025

- HTML and CSS, Web Accessibility, CSS Grid and Flexbox, CSS Animations and Transitions
- Responsive Web Design
- Git and Version Control, Cross-browser Testing and Debugging, Web hosting

BA Graphic Design
Teesside University, Prague
September 2012 – June 2015

- Analogue Design, Digital Design Skills, Design Thinking and Practice
- Design History, Research Skills and Techniques, Professional Typography and Editorial Design, Visual Communication, User-Centred Design
- Design Ethics, Client-Based Project Work, Branding, Web and Application Design, Sustainable Design
- Client-Based Project Work, UI/UX, Live Projects and Competitions

Skills

Skills: UX & UI Design, Graphic Design, Branding, Design Systems, iOS & Android Design, User Research, Wireframing, Information Architecture, Lo & Hi-fi Prototyping, Qualitative & Quantitative Research, Design Systems, HTML5 Animations, Illustration, Concept Thinking, HTML, CSS

Tools: Adobe Creative Suite, Illustrator, Photoshop, Sketch, Figma, Tumult Hype, Womp 3D, Flinto, Keynote, Invision Prototyping & DSM, Webflow, Wordpress, JIRA, Notion, Slack, Toggl, Miro, MS Office, Kanban Boards, GitHub

Languages: English C1, German B2, Slovak Native