Robert Wittmann
UI/UX Designer

www.robertwittmann.net

www.linkedin.com/in/r-wittmann

rwittmann@pm.me

+45 283 456 89

My passion is for making the user experience as easy, understandable, and intuitive as possible. I strive to involve the user in the process and to explore where new technology can bring us. As a worker I am proactive, creative, and enjoy socialising with my coworkers. Bright Star would gain an employee who is comfortable with communicating between teams, ensuring the vision is fulfilled. In my work I can draw from my many years of working in the Adobe Suite, and my UI/UX work within websites, apps, and games.

Skills

I have experience working within teams and cross teams to brainstorm concepts. I can create **wireframes** and mock-ups from low to high fidelity. I enjoy making **prototypes** at different levels of fidelity as well, and to perform **user testing**. I have worked in agile teams, being part of a products design cycle from beginning to end. With some experience in **front-end** development I am able to communicate ideas and processes from concept to deployment.

Software and Programming

- Photoshop
- Illustrator
- Adobe XD
- Unity
- C#
- Git
- HTML & CSS
- JavaScript

  These are just a snippet of systems I've worked with. If you use something else that works well for you, I'd be more than happy to learn about it.

Languages

- English - Fluent
- Danish - Fluent
- Hungarian - Alright
- French - Nothing

Experience

Education

Google UX Design Professional Certificate

Coursera   *05/2021 - Present*

To keep my current skills sharp, gain further experience, and populate my portfolio with more projects, I have started Google's UX course. This 6-month course teaches about UX research, designs, specialisations, as well as about different methods, procedures, and systems.

Complete C# Unity Game Developer 2D

Udemy   *09/2021 - 10/2021*

As a lot of companies employ Unity in their software development and to use as a possibly prototyping tool, I have used this course to further my understanding with Unity and C#. I created several small projects which all helped understanding different concepts, like the canvas/UI, scriptable objects, and different game states.

Medialogy B.Sc + M.Sc.

Aalborg Universitet   *2015-2020*

While studying Medialogy, each semester (aside from the 9th where I studied in New Zealand) consisted of creating a full scale project. These projects had us working cross-discipline, relating to real life issues. I learned everything from conceptualisation and ideation, to designing, developing, testing, and analysing. My main focus was on UX, and with that, having every project being user centric. My main specialties were: user centered design, UX design, UI design, Interaction design, wireframing, and prototyping.

Multimediedesign

Aarhus Erhvervsakademi   *2012-2014*

This study had three branches: Front-end development, Graphical Design, and Marketing. My focus was on the former two. I gained experience with the Adobe Suite, as well as HTML, CSS, and JavaScript. I worked on designing and developing several websites, each with purpose and research as their foundation.

Personal

Hobbies

Food

Eating or cooking, I'm a fan. I enjoy trying new things like making pasta or beaking bread.

Cinema

I watch a lot, maybe a bit too much.

Art

I draw from time to time, doodlin'. I also like to make digital illustration posters for movies and games.

Music

There's music going throughout most of the day. I also know enough guitar to give the illusion of knowing how to play.

Travelling

I've been to 18 different countries, though I'm trying to increase that number. From sandy beaches, to cultural immersion, any way to broaden my horizon.

Climbing

About a 5A-5B boulderer. Ready to try some lead climbing though.

Experience (Continued)

Work

UX Game Design Blog

www.robertwittmann.net   *2021*

This year I decided to jot down a few of my thoughts regarding different games I played and the UX I experienced while playing them. The work analyses different aspects of the games from the interface, to the interaction, to merging systems and gameplay. It helps me staying critical in a constructive manner, offering alternatives to issues, and appreciating good design. It also allows me to practice going in depth into the systems and expressing my thoughts and ideas.

UX / Graphical Designer - Freelance

Dansk Energirådgivning   *2020*

As part of starting a new consultancy service, Dansk Energirådgivning is launching a new platform for user-company interaction. I designed the userflow and -interaction as well as designing the looks of the system in accordance with their existing material. My goal was to keep the number of steps as few as possible while still ensuring an understanding of the entire process and the responsibilities of each party. I also created new assets and design guides, based on their existing material, to help whoever were to design for Dansk Energirådgivning in the future.

Graphic Designer

MintTwist   *2014*

While studying multimediadesign I undertook a paid internship as a graphic designer at MintTwist in London. My daily tasks consisted of creating mock-ups for websites, designing logos, newsletters, infographs, cards and pamphlets. I also acted as lead designer for the company's valentine and spring campaigns, creating the visual theme, as well as assets, and final prints, which were sent out to a great amount of existing and potential clients.