



Sebastian UX designer Weber frontend developer

Peter-Stühlen-Straße 140, 51103 Köln

crafting
engaging
digital
experiences

_work experience

UX/UI Designer

Fulltime associate

Designed wireframes, mockups & prototypes of new features of software products, developed guidelines for the implementation of ui elements, co-designed a ui style guide and implemented it in XAML, (re)designed UI elements and ui layouts, wrote a language guide (EN & DE).

09/2021 – 10/2023

empower GmbH

Köln

UX/UI Designer

Working student

Created ux personas, crafted pixel-perfect icons in different sizes, formats and color schemes, created marketing materials. e.g. (html) banners, website layouts, business cards, information materials, product mockups.

05/2019 – 09/2021

empower GmbH

Köln

UX Internship

Created a tag-based information architecture for an icon library.

08/2015 – 02/2016

Deutsche Telekom AG

Bonn

First Level IT Support

Working student

Worked at the university's data center ZIM help desk, administrated access rights within the university's active directory. content management with typo3. Technical equipment rental, answered user emails via ticketing system.

10/2012 – 08/2015

**ZIM
Bergische Universität**

Wuppertal

SEO

Working student

Conducted market & competitor analysis, assisted in email campaigning, link popularity & link building

02/2008 – 06/2009

Sumo GmbH

Köln

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_tech stack

ux/ui design

Adobe CC ●●●

Adobe XD ●●●

Figma ●●●

frontend

HTML5 ●●●

CSS3 ●●●

TailwindCSS ●●●

Bootstrap ●●●

Javascript ●●●

React.js ●●●

Node.js ●●●

backend

SQL ●●●

MongoDB ●●●

Insomnia ●●●

Express.js ●●●

Contentful ●●●

project management

Git ●●●

Jira ●●●

Trello ●●●

Confluence ●●●

_education

Continuing Education

Web & App Development Bootcamp

03/2024 – 07/2024



Learned how to apply frontend, backend and middleware technologies for web and app development.

Master of Arts

User Experience Design

03/2018 – 07/2021



Analyzed user needs and user experiences (Scientifically and practically), designed concepts for interactive services and products with focus on psychology, empathy, diversity and social responsibility. Designed interfaces and interaction designs. Practiced skills for self-presentation, visualization of design processes and results, and general presentation skills.

Thesis topic:

The development history of ubiquitous computing

Bachelor of Arts

Media Design / Design Technology & English Studies

10/2010 – 06/2017



Studied the principles of different field of design, e.g. visual design, layout, typography, film and the history and theory of design. Created concepts and designs for media projects using a broad stack of media and design technologies.

Thesis topic:

The development history of the graphical user interface

_skills

- User research
- Design thinking
- UX writing & UI copy
- Scrum
- Usability testing

_methods

- SCRUM
- kanban
- design thinking

_languages

- German (mother tongue)
- English (fluent)
- French (basics)

