



# Anna Quecke

✉ [annaquecke.design@gmail.com](mailto:annaquecke.design@gmail.com)

in [www.linkedin.com/in/annaquecke](https://www.linkedin.com/in/annaquecke)

I love to learn new tools and experiment with them. I am always looking for people to match up with and start projects, as I believe teamwork grows possibilities of success and enriches us. I love to dig into game studies and the power of crowds and exploit this knowledge in my designs. I believe in switching from human-centred design to society-centred design, to better tackle nowadays challenges.

## Experience

04/2021-now

### Product Manager

at SonicJobs  
designing UX/UI for both the app and the website, discussing designs with developers, scheduling and conducting users interviews, analysing market and competitors

09/2018-02/2019

### Teacher support

at 3DS Max course at Politecnico di Milano  
managing communication with students, collecting homework and correcting them

06/2013

### Stage at Politecnico di Milano

at Architecture and Restoration Department  
supporting activities at the Restoration laboratory

## Education

2017-2020

### Master in Digital and Interaction Design

at Politecnico di Milano  
110/110 cum laude

2019

### Erasmus in Interaction Design

at FH Joanneum, Graz

2014-2017

### Bachelor in Interior Design

at Politecnico di Milano  
110/110

## Languages

### Italian

Native speaker

### English C1

B2 First Certificate of English  
TOEIC (Listening & Reading)

### German A1

German course during Erasmus

## Skills & Tools

### ✂ Design

Photoshop  
Illustrator  
Indesign  
XD  
Figma  
Sketch

### 📦 3D modelling

3DS Max  
Blender  
Cinema 4D

### { } Coding

Arduino  
Unity  
HTML  
CSS  
JS & JQuery

### 📅 Management

Jira  
Trello  
Zeplin

### 📁 Research

Personas  
User journey map  
Interview  
Questionnaire  
Competitors analysis