

Christof Schwarzenberger

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Experience

User Experience Designer

04.2023 - present

[BMW Group](#) · [Munich](#) · [Full Time](#)

- Led UX design for an Android-based in-car infotainment display and upcoming AR glasses.
- Changed the previous feature-based design to an app-based design approach by aligning with users' mental models, resulting in a significant increase in the SUS value and improvement of user study feedback.
- Created UX concepts and reusable UI library components in Figma to improve the collaboration between design and development and ensure a consistent user experience across various in-car displays.
- Managed cross-functional requirements from developers, product teams, business stakeholders, and UX adaptations to other markets (e.g. US and China), aiming to maximize the product value for users while considering technical constraints and business models.

UX / UI Designer & UX Researcher

09.2022 - 03.2023

[Mercedes Benz Group](#) · [Stuttgart](#) · [Master's Thesis](#)

- Developed design guidelines for smart charging services based on user research, expert interviews, and user studies to improve the usability of a smart charging prototype.
- Created UI / UX concepts for the smart charging prototype in Figma, based on the developed design guidelines, resulting in an improved user experience.

UX Designer & VR Developer

05.2021 - 08.2022

[Mercedes Benz R&D](#) · [Stuttgart](#) · [Working Student](#)

- Designed UX concepts for in-car VR experiences in Figma and implemented a VR prototype in Unity, following the user-centered design process.
- Conducted qualitative and quantitative user studies and created personas to provide a foundation for future VR research and development

UX / UI Designer & Product Manager

03.2020 - 09.2020

[Mercedes Benz Group](#) · [Stuttgart](#) · [Intern](#)

- Created wireframes in Adobe XD for new features of the Mercedes me app and introduced qualitative user tests to validate upcoming ideas.

Education

M.Sc. in Computer Science and Media

09.2021 - 03.2023

[Stuttgart Media University](#) · [Stuttgart](#) · [final grade: 1.2](#)

- UX Design, UX Research, Project Management, Artificial Intelligence

B.Sc. in Mobile Media

03.2018 - 08.2021

[Stuttgart Media University](#) · [Stuttgart](#) · [final grade: 1.5](#)

- UX / UI Design, Usability Engineering, Software & App Development

B.A. in Teaching

10.2016 - 02.2018

[University of Stuttgart](#) · [Stuttgart](#) · [not completed](#)

Tools

[Figma](#) · [Adobe XD](#) · [Balsamiq](#) · [Unity](#) · [Protopie](#) · [Miro](#) · [Blender](#) · [Axure](#)

Expertise

[user centered design](#) · [user needs](#) · [mental models](#) · [user studies](#) · [design thinking](#)