Corina Reitemeyer

UX/UI Designer

⊙ Wellington, New Zealand
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✉ corina@corina.org

[LinkedIn](#) | [Portfolio](#) | [Github](#) | [Behance](#)

About me

- A **UX/UI Designer** with **6 – 7 years working experience** in the tech industry. Previously worked at start-ups, smaller SaaS tech companies, and government organisations in New Zealand.
- Acquired full-stack software development skills to enhance understanding of how to design for digital mediums more effectively, alongside data analytics expertise to leverage insights for informed decision-making and improved product outcomes. Leading to creating software products that meet user needs, solve business problems, and are designed for efficient implementation.
- Prioritises best practices and thrives on continuous learning, embracing new technologies to deliver valuable results.
- Finds fulfillment in tackling challenges from an experimentation mindset, whether it is through design or code.
- Passionate about web accessibility and design systems, and has experience working in both areas.
- Cares about people & communities: Mentored graduates and students, and enjoys volunteering in the tech industry. Teaches Latin dance in Wellington since 2022. Dedicated about enhancing and supporting people's capabilities.

Experience

Tech Facilitator (Part-time)

Jul 2024 – present

Dev Academy Aotearoa - Wellington, NZ

Dev Academy is New Zealand's premier full immersion 17-week coding Bootcamp. Their intensive program helps students master the in-demand skills they need to accelerate their career as Full Stack developers.

- Support and enhance the educational journey for two full-time coding cohorts.
- Provide hands-on support for students, addressing technical queries and troubleshooting issues.
- Assist in facilitating lectures and workshops, ensuring a smooth and engaging learning experience. Educated students on design thinking & UX principles.
- Mark and assess student assignments, offering constructive feedback to enhance learning outcomes.
- Act as a relatable mentor and resource for current students, leveraging recent graduate perspective to guide and motivate them.

Product Designer

Jul 2022 – Dec 2023

Optimal Workshop - Wellington, NZ

At Optimal Workshop I worked in a cross-disciplinary team dedicated to enhancing customer retention and optimising onboarding experiences for it's subscription-based product, which is a suite of User Research and Information Architecture tools.

- Provided technical leadership in improving the company's design system.
- Designed the templates feature for UX Research and IA Studies, which allows users to start their research projects with guidance and best practices.
- Conducted thorough user research for the template feature to inform the project.
- Analysed the tool and proposed enhancements to existing features that influence customer onboarding, education, and retention.
- Collaborated closely with marketing teams, product designers, software developers, UX research teams, product owners, and presenting to stakeholders and leadership teams.
- Promoted buy-in for new features and improved processes, by sharing technical expertise and insights with the wider company.
- Used Git to conduct design reviews on features that were being worked on by the developers, enabling them to progress through the building process more efficiently.

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Senior UX/UI Designer
Aug 2021 – Jul 2022

Ministry of Education – Wellington, NZ

The Ministry of Education of New Zealand is the Government's lead advisor on New Zealand's education system. They shape direction for education agencies and providers, and contribute to the Government's goals for education.

- Provided design advice and UX expertise within the team and wider business groups.
- Worked closely with designers, business analysts, software engineers, testers, project management and senior management, as well as product owners and stakeholders.
- Designed and took ownership of the Ministry of Education's Design system with the support of the wider team.
- Demonstrated high proficiency in user-centered design principles and processes, effectively applying user research methods, empathy mapping, user journey mapping, personas, wireframing, and prototyping to create new products or enhance existing ones.
- Conducted user research, usability & accessibility reviews to gain an understanding of the opportunities and tensions, and proposing solutions.
- Consistently drove the improvement of internal processes within the wider team.
- Mentored Govtech graduates and junior designers, and supported them throughout their journey.

UX/UI Designer (Contractor)
Apr 2019 – Aug 2021

Ministry of Education – Wellington, NZ

Web Designer
Jun 2018 – Apr 2019

Frankie AI – Wellington, NZ

Digital Product Designer
Mar 2018 – Jun 2018

Blackeye VR – Wellington, NZ

Mobile App Creative Designer (Internship)
Nov 2017 – Feb 2018

Umajin – Palmerston North, NZ

Web Developer & Web Designer (Internship)
Nov 2016 – Feb 2017

New Zealand Micrographics Services – Wellington, NZ

Qualifications

Google Professional Career Certificate
Data Analytics
Coursera

New Zealand Certificate (Level 6)
Applied Software Development
Dev Academy Aotearoa

Bachelor of Design with First Class Honours
Visual Communication
Massey University

Awards

New Zealand Best Awards
Sep 2018
Bronze
Student Interactive category
bestawards.co.nz

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Technical Proficiency

- UX methodologies & principles
- Web & Mobile app design (iOS & Android)
- Design systems (applying & creating them)
- Web accessibility (application and consultation)
- Visual/Graphic Design
- Design for emerging tech (VR/AR/AI)
- User research & analysis
- Adobe Creative Cloud Suite
- Prototyping tools (Figma, Adobe XD)
- Atlassian JIRA & Confluence, Trello
- Planning tools (Miro, Figjam, Mural, DB Diagram)
- HTML, CSS, TypeScript, SQL, React, APIs, R, etc.
- Excel/Google Sheets, CSV files
- Data Visualisation (Posit/R Studio, Tableau)

Attributes

- A creative professional with a growth mindset, who is not afraid to fail safely.
- Detail-orientated and thorough with design solutions, but also able to see the bigger picture.
- Self-driven and confident in sharing ideas and opinions about problem-solving and product strategy.
- Adaptive: Enjoys working collaboratively in team-based projects and is familiar with Agile environments. Can also work well independently.
- Strong empathetic communication and presentation skills.
- Articulate, with the ability to express complex ideas in plain language to meet the needs of a variety of audiences.
- Familiar with hybrid and remote working environments.

Interests

- Latin dancing - Cuban Salsa, Bachata and Kizomba (incl. teaching classes & participating in performances)
- Reformer Pilates
- Travel Photography

Side projects

Salsa Therapy Dance School   **Jun 2022 – present**
Cuban Salsa Instructor

Hackathons New Zealand   **Apr 2019 – Jan 2022**
Co-organiser
LinkedIn page

Expertise

- UX/UI Design and User Research
- Cross-team collaboration
- Creative Problem solving
- Mentorship & Technical Leadership
- Relationship Management & UX Consultation
- Full Stack Development (Frontend and Backend)
- Data Analytics (data preparation & cleaning, analysis, storytelling, data visualisations)

Volunteering

UX Wellington
Casual Volunteer

Wellington ICT School
UX Mentor

Summer of Tech
Mentor

Massey University
Class Advocate,
Massey Guide

UX New Zealand 2023
Volunteer Staff

Nationality & Languages

Dual citizenship (with Australian work rights)
New Zealand & Germany

English Bilingual Native
German Bilingual Native