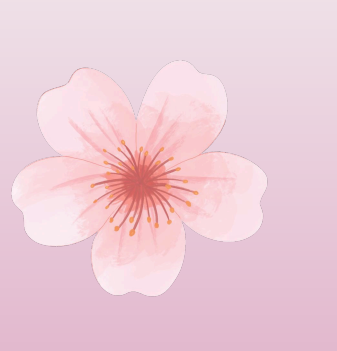
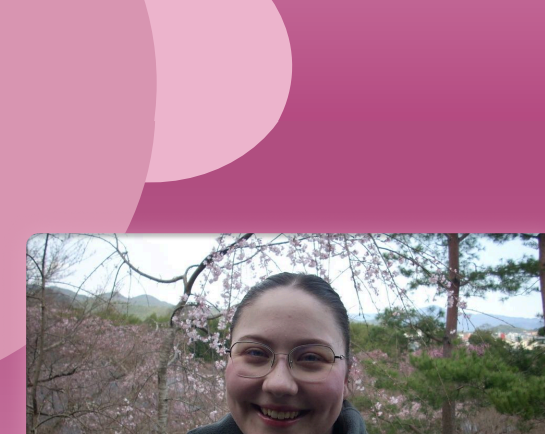


UX Design Portfolio

Hannah Müller



Hallo,
I'm Hannah, a Junior UX and UI Designer.
I design with a strong background in frontend engineering and help balance design visions with technical restraints and business capabilities.

EXPERIENCE

UX Designer
Jan 2024 – now

- Conduct usability tests and design user-friendly interfaces.
- Utilize Figma for prototyping and Canva for graphic design needs.
- Collaborate on wireframing and interface layouts.
- Update UI components to reflect current trends and modern design standards.

Frontend React Developer
Jan 2024 – now

- Develop dynamic front-end applications using React.js and GraphQL.
- Implement state management solutions with Redux.js

EDUCATION

Bachelor's degree Business Information System
Oct 2020 – Dec 2023

Master's degree UX Design and Management
Oct 2025 – now

SKILLS

- Usability Testing
- UX and UI Design
- HTML
- CSS
- React
- Typescript
- Database Management
- Data Visualization
- Java Script
- Material UI
- Prototyping

TOOLS

- Figma
- Canva
- Miro

INTERESTS

- Video Games
- Books
- Pilates

Projects

1 Rethinking a Navigation System

Evaluating and redesigning a navigation system for a Website.
Implementing Company Guidelines.
Overworking navigation structure based on User Behaviour and modern UI Trends

UX/UI · Mockup · User Flow · Figma · Wireframing · HTML · CSS · React · Design System

2 Redesigning Reporting

Performing Usability Testing and redesigning a complex database system reporting table.
Supervising backend/frontend implementation and structuring completion requirements.
Communicating changes to Users and Management alike.
Post-launch Usability Testing and evaluating business impact of redesign implementation

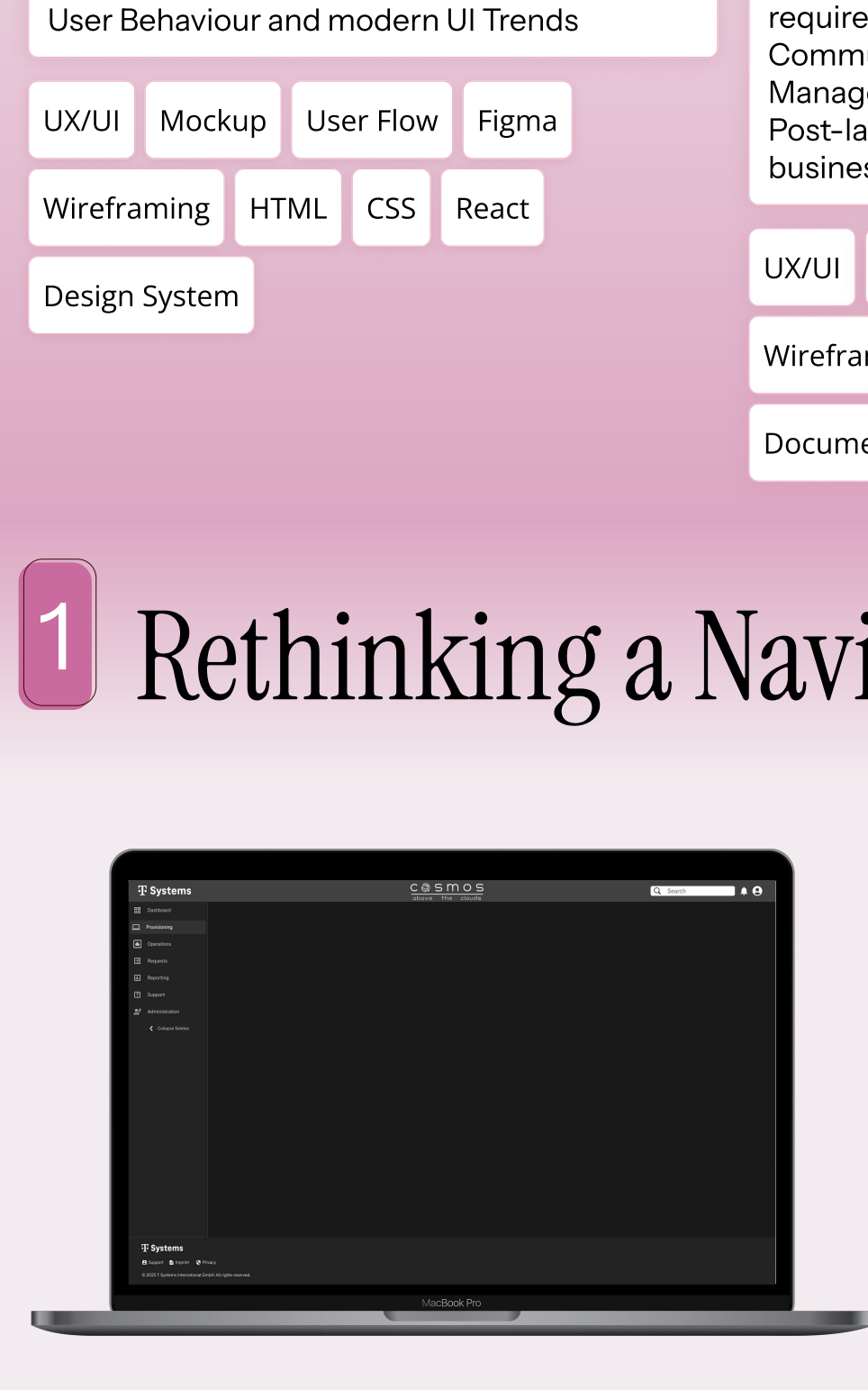
UX/UI · Mockup · User Flow · Figma · Wireframing · CSS · React · Design System · Documentation · UX Testing

3 Central Style and Design Guide

Designing and documenting a central UX and UI style guide based around company guidelines.
Creating frontend requirment check list.
Presenting desing system and overseeing implementation.

UX/UI · Design System · React · Documentation · Figma · CSS · HTML

1 Rethinking a Navigation System



Rethinking a Navigation System for an internal Service

Tasks

- Evaluating and redesigning a navigation system for an internal DB application administration service
- Researching and implementing Company Guidelines
- Overworking navigation structure based on User Behaviour and modern UI guidelines

Duration

2 Months

Tools

Figma

Project 1 Project 2 Project 3

The inital Phase

Pain Points	Solutions
✕ Clunky navigation with outdated UI	✓ Update UI and integrate Brand Colour palette in a subtle way. Rounded edges to fit in with standard React Component Library MUI
✕ Collapsed state was unusable due to missing tooltips and design	✓ Implemented tooltips and updated icons for a cohesive design
✕ Outdated header and footer not adhering to company guidelines and regulations	✓ Contact central design team and research guidelines to update components
✕ Low amount of page space due to sticky footer with big height	✓ Move footer to the bottom, update to the company wide standard and update links and content linked in footer correctly

Project 1 Project 2 Project 3

Summary

tl;dr
(too long; didn't read)

What I worked on

- Initiated first Analysis and reconceptualizing navigation Elements
- Led efforts to redesign with the goal of overworking layout structure
- Research and implement company guidelines

The results and impact

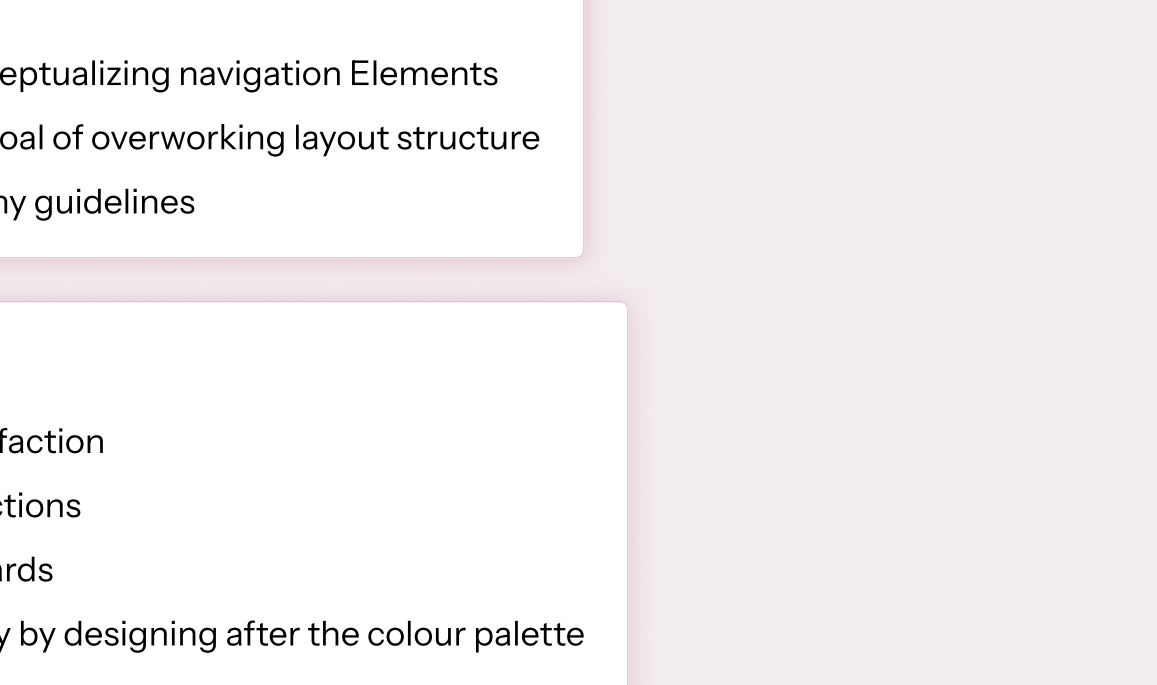
- Increased usability and user satisfaction
- Spotlight on already existing functions
- Up to date with modern UI standards
- Alignment with corporate identity by designing after the colour palette
- Expand Main content by reducing side bar space

Project 1 Project 2 Project 3

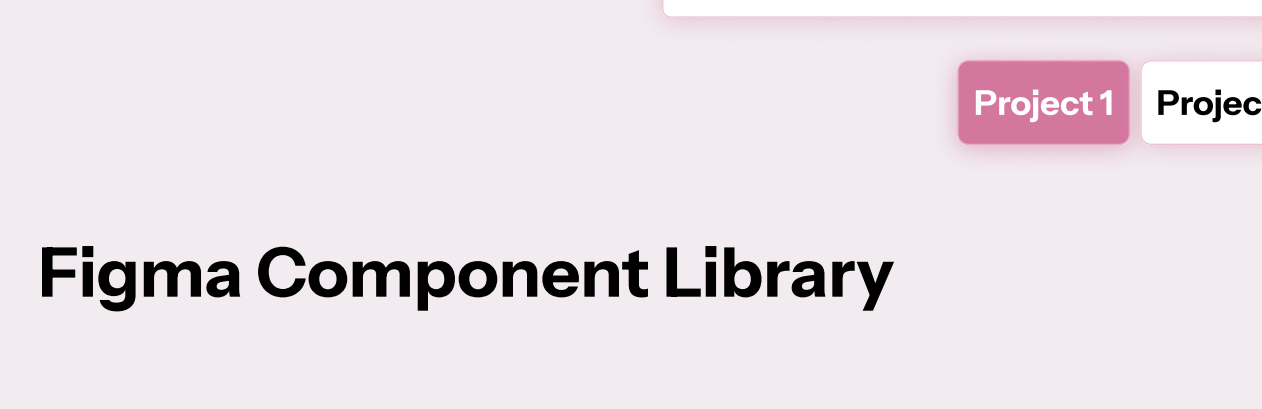
Figma Component Library

Figma Components for the redesigned Navigation elements.
There are two versions to include the Dark Mode Palette for the website.
There are also versions for the ongoing design of a mobile service for COSMOS.

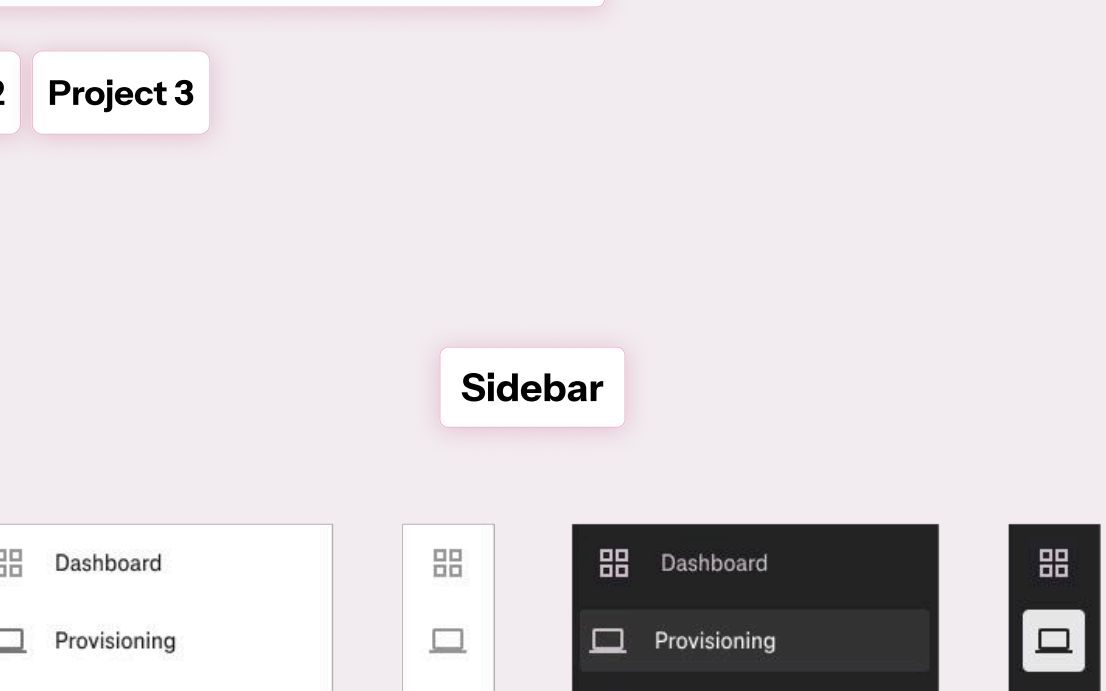
Sidebar



Header



Footer



Project 1 Project 2 Project 3

The Project

Goal

During my first weeks as a UX Designer with the COSMOS team, I noticed that the look and feel of the sidebar was off.
Interaction was clunky and the component itself overly spacious expanded and the collapsed state was mostly unusable due to missing tooltips and necessary context indicators.
I decided to revamp the sidebar, update it to fit with more modern UI style and enable users to use the sidebar in its collapsed state for maximum content width.

Implementation and User Reaction

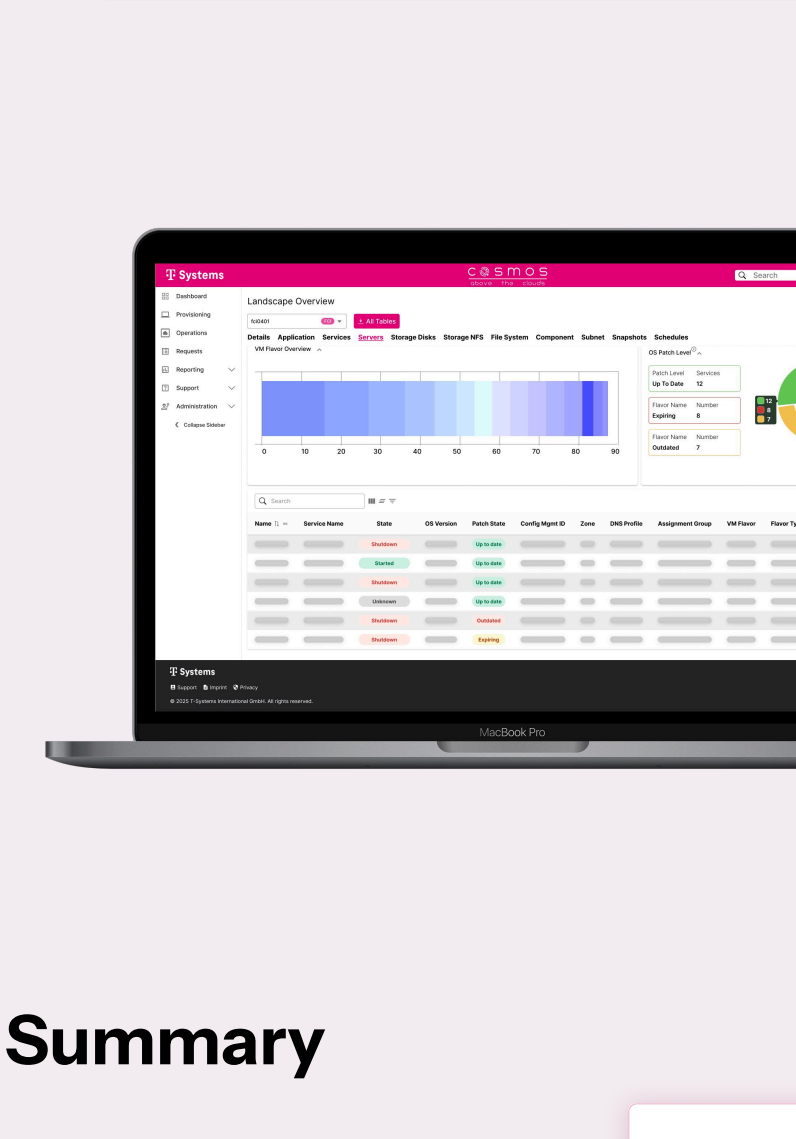
The implementation of the updated navigation components was quickly done due to low complexity of the changes and quick rollout iteration in our frontend.
Soon after rollout the first user reactions started to pour in, mainly positive, some unbothered and one user even exclaimed that the new collapse/expand feature was a great addition (p.s. collapse and expand was always possible we just lowered the gap between the tabs and the button).

The Design

At first the goal was only to redesign and reduce the sidebar. While working on this and researching company guidelines I noticed all navigation components were outdated and did not fit company guidelines. I contacted the design team, aligned where we must adhere to these guides and started the redesign in Figma.
The goal for the sidebar was to implement our company colours in a subtle, not too overwhelming way. Make the transition between sidebar and content seamless to visually create more open space on the application.
Due to company guides the footer element needed to almost double height which presented a challenge with a previously sticky footer. I decided to overworked our page layout and switch from a sticky footer to a bottom fixed footer, freeing up additional space. After several design iterations we aligned on a final design with our management and implemented the design

Project 1 Project 2 Project 3

2 Redesigning Reporting



Redesigning the central customer system reporting page

Tasks

- Performing Usability Testing and redesigning a complex database system reporting table.
- Supervising backend and frontend implementation and structuring acceptance requirements.
- Communicating changes to Users and Management alike.
- Post-launch Usability Testing and evaluating business impact of the design implementation

Duration

4 Months

Tools

Figma, Jira Wiki

Project 1 Project 2 Project 3

Summary

tl;dr
(too long; didn't read)

What I worked on

- Recognizing decreased User Satisfaction in Expert Users when interacting with the Reporting Page
- Initiating a redesign based on small-scope initial User Interviews
- Conducting Usability Testing and presenting analysis based on interviews
- Page Design for 10 complex tables, reevaluating table content with backend team and adding data visualization in the form of graphs
- Requirement deduction and translation into Backend and Frontend Requirements

The results and impact

- updated UI components and cihesive tabke design across the whole service
- implementing usability driving features in all table components
- Up to date with modern UI standards
- Alignment with corporate identity by designing after the colour palette
- Expand Main content by reducing side bar space

Project 1 Project 2 Project 3

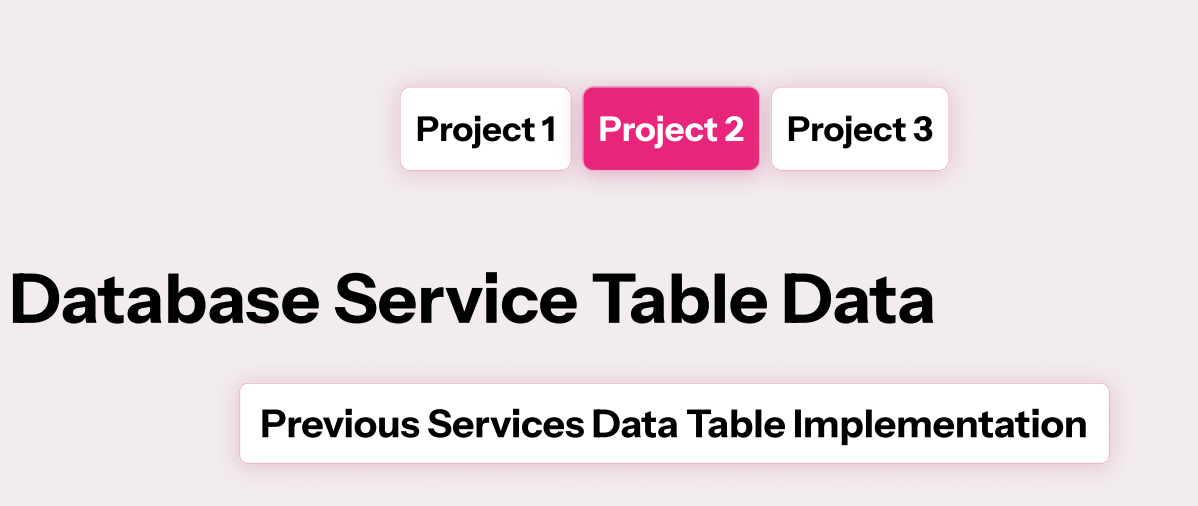
The inital Phase

Pain Points	Solutions
✕ Low User Satisfaction in regular Expert Users	✓ Conducting User Interviews and actively including users in design planning
✕ Missing vital system data	✓ Implementing missing data in the tables. For new tables collaborating with Backend colleagues to create new data views
✕ Missing Overview of regular changes or updates to the page content	✓ Include regularly updated documentation linked to the Reporting Page accessible to all Users
✕ Overstuffed tables with too much unstructured data and wrongly assigned data entries in wrong tables	✓ Evaluate table content based on Interviews and backend input. Resort table content and order of rows. Transform data into graphs or combining it into one table
✕ Subpar table design (default out-of-the-box design)	✓ Redesign tables based on user research. Add Zebra striping

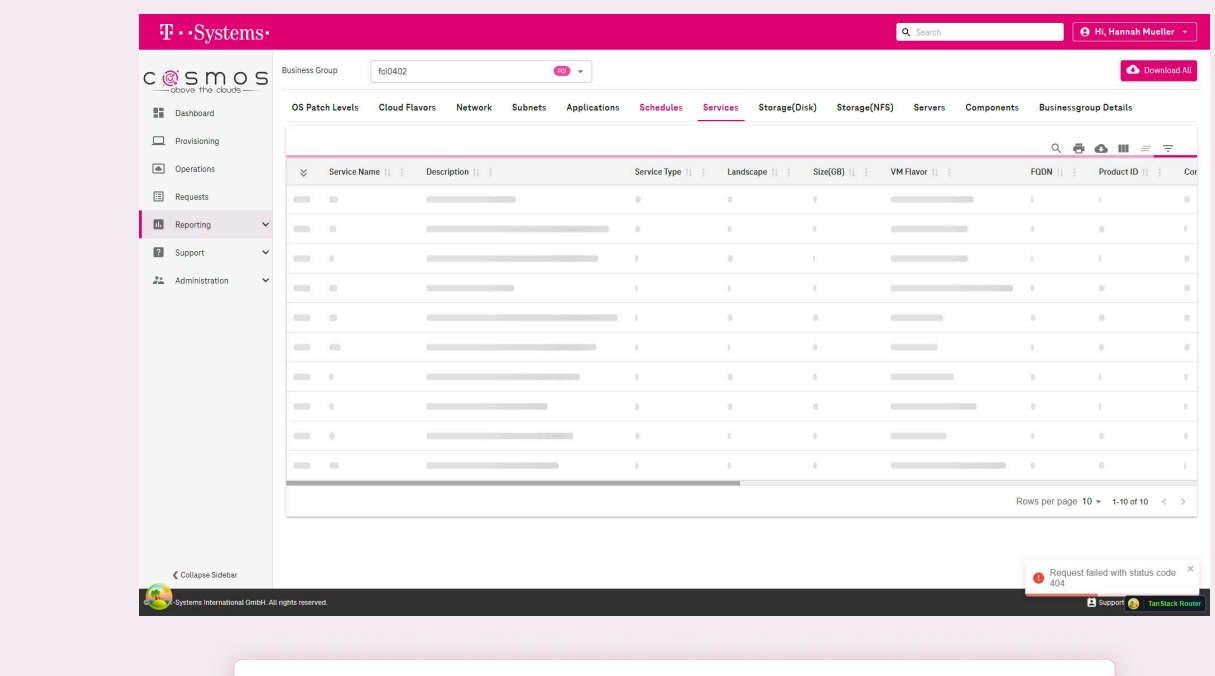
Project 1 Project 2 Project 3

Before and After **Database Service Table Data**

Previous Services Data Table Implementation



Data Table Implementation after the Redesign



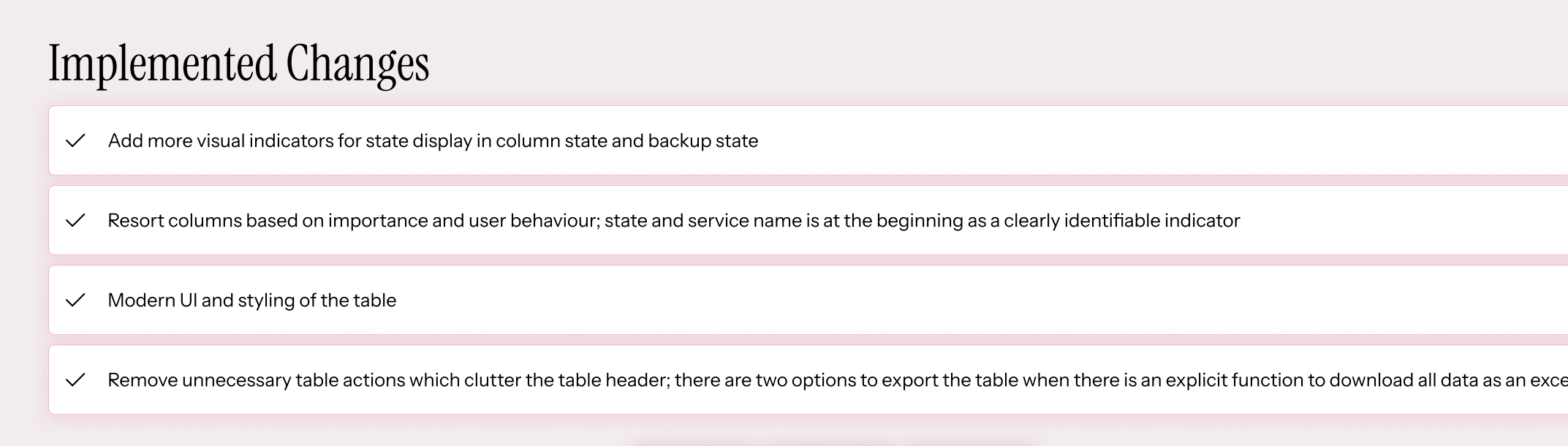
Implemented Changes

- ✓ Add more visual indicators for state display in column state and backup state
- ✓ Resort columns based on importance and user behaviour; state and service name is at the beginning as a clearly identifiable indicator
- ✓ Modern UI and styling of the table
- ✓ Remove unnecessary table actions which clutter the table header; there are two options to export the table when there is an explicit function to download all data as an excel file

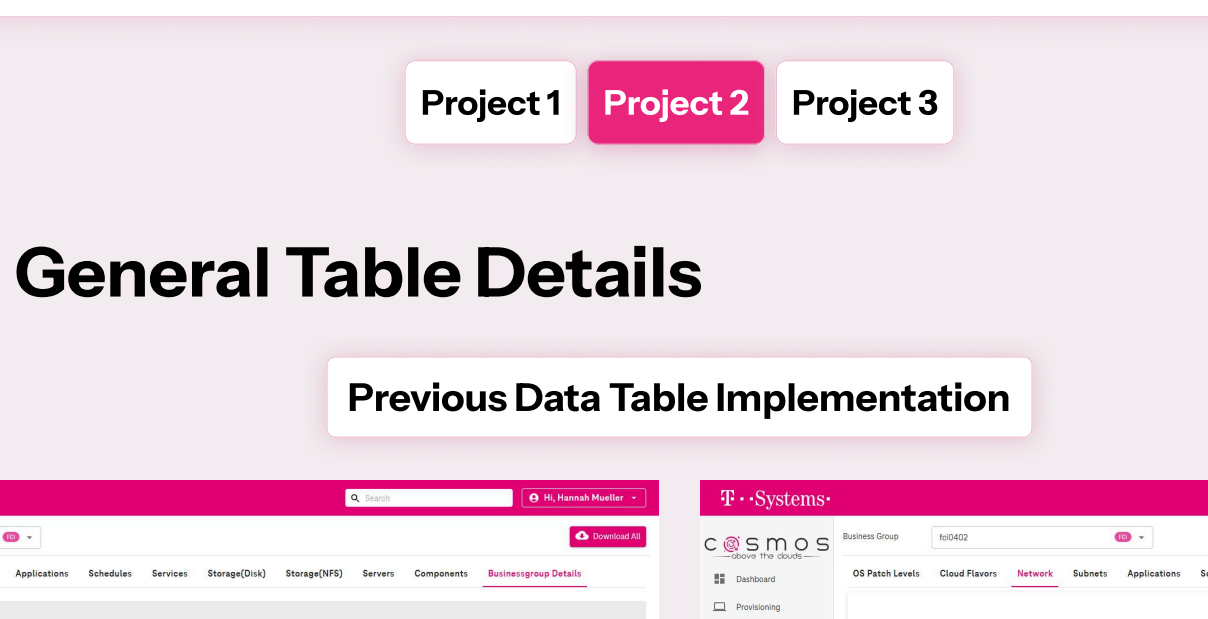
Project 1 Project 2 Project 3

Before and After **General Table Details**

Previous Data Table Implementation



Data Table Implementation after the Redesign



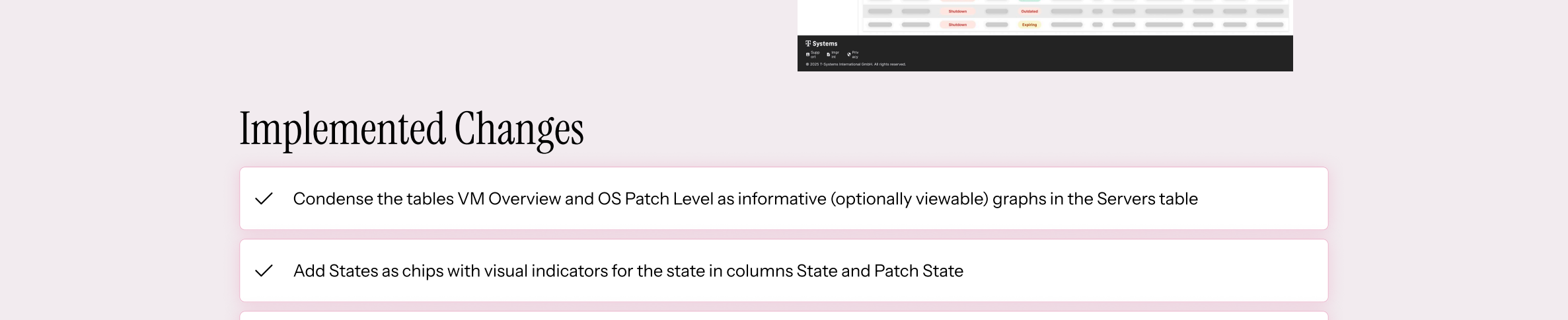
Implemented Changes

- ✓ Move Details Table to the front and display as the first table for general overview
- ✓ Organize information as single cards with information in a two column structure for a quickly readable overview
- ✓ Condense the table Network into an Info Card to reduce table clutter

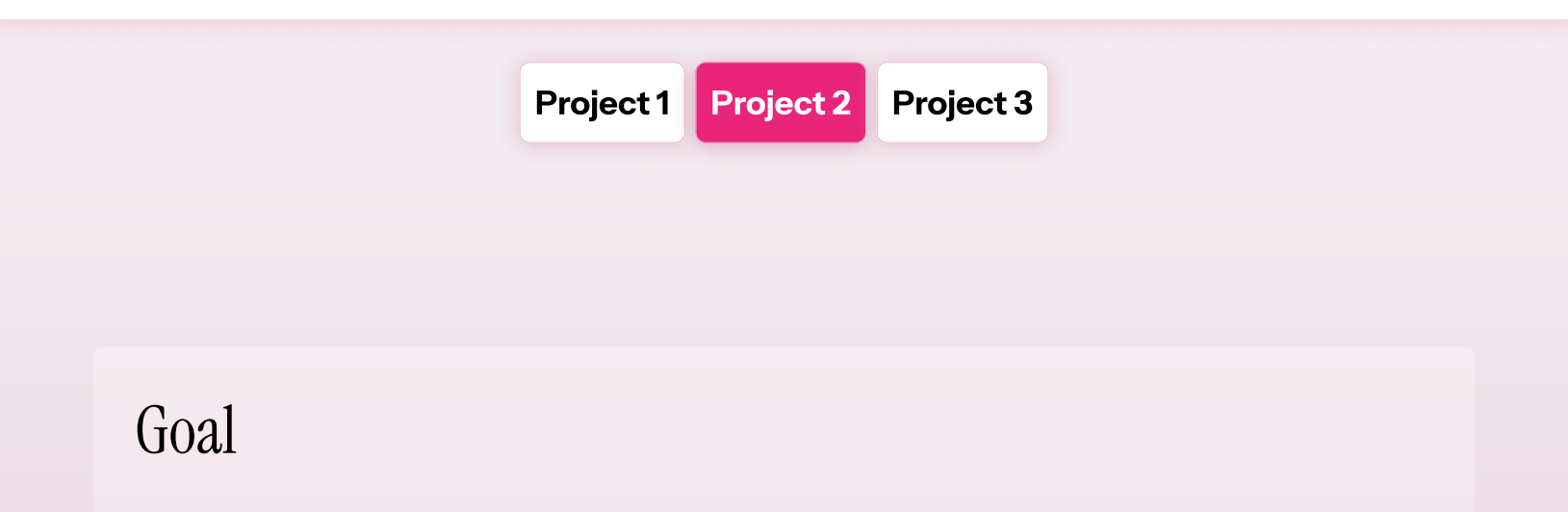
Project 1 Project 2 Project 3

Before and After **Combining three Data Tables into one**

Previous Data Table Implementation



Data Table Implementation after the Redesign



Implemented Changes

- ✓ Condense the tables VM Overview and OS Patch Level as informative (optionally viewable) graphs in the Servers table
- ✓ Add States as chips with visual indicators for the state in columns State and Patch State
- ✓ Resort columns based on importance and user behaviour; state and service name is at the beginning as a clearly identifiable indicator

Project 1 Project 2 Project 3

The Project

Goal

When talking with colleagues who were regularly accessing the table and export function of our central customer reporting page we noticed increased dissatisfaction and complaints with performance as well as missing data.
We decided to conduct small-batch user interviews to inspect these issues and collect a wider range of feedback.
In these user interviews it quickly became clear that the number of issues and complaints was bigger and more detailed than expected. We collected all feedback and evaluated the interviews together with our backend experts focused on the reporting data and our database capabilities. Based on this a list was created with the highest priority issues and formulated as backend or frontend requirements.
Next we created a detailled series of mockups in figma, and went into repeated revision with the necessary backend and frontend colleagues as well as the overarching management team to align on an approach.

The Design

In the first drafts prior to interviews the goal of the redesign was only UI changes and small table updates. After conducting the interviews and reviewing the long list of feedback we decided on a complete redesign and reevaluation of the reporting page. Long standing bugs and "planned features" which were there in code and design but not in actual data or content were removed. Icon and composition was reviewed based on accessibility standards. All table fields were reevaluated based on relevance, user feedback and technical requirements. Based on this all tables were created in the Figma Mockups and presented to all parties. After several revisions and a preliminary prototype testing with previous interview candidates implementation began on frontend and backend side.

Implementation and User Reaction

The result of this project was a revamped version of our customer reporting. The UI was updated and modernized, the table design was updated to promote readability and quick data processing. Important information like patch state or database flavour distribution across one customer was transformed into visually appealing tables with the help of chart.js and placed in the relevant table. A quick view of the customer details and contact information was placed as the first table and made easily accessible. State of systems and servers was placed more centrally and colorcoded to quickly inform the customer of their system state and if actions were necessary.

Project 1 Project 2 Project 3

3 Central Style and Design Guide

Create and document a Central Style and Design Guide

Tasks

- create a team-wide accessible Style Guide
- Guidelines for Frontend Developer Team to follow when implementing or reviweing features to adhere to the Style Guide
- research and align company issues stlye guidelines

Duration

6 Months and ongoing

Tools

Figma, internal Wiki

Project 1 Project 2 Project 3

The Project

Goal

After the initial phase of getting started in the role as UX Designer, an ongoing issue was the missing alignment and knowledge sharing between the UX and Design side of the application and the rest of the team, including Frontend, Backend, and Portfolio. There was little to no understanding of including a UX Designer in the planning and feature implementation process, and a lack of knowledge about the benefits of this role for all team members. The goal of the style guide was, for one, to unify the design and styling of our frontend components, but even more so to introduce the team to the benefits and scope of the UX Designer role.

Style Guide and Knowledge Sharing

The creation and implementation of the style guide was done as an internal wiki section which details different aspects of styling. It was separated into components, palette, accessibility, and available resources. The Components section includes different standard components with links to the documentation in the style library, as well as custom and necessary styling specific to the project. The Accessibility section details common mistakes and errors in applications, how to prevent them, and provides tools and resources to educate team members and more easily identify and check for failed accessibility standards.
After the style guide was finished in its first version, the next step was to share and spread the knowledge and provide access to it. The approach was to create a short, easily digestible presentation about UX and its tasks, including examples from our application in context, such as user personas, and using style elements to demonstrate the difference between UX and UI, along with links to all resources.

The Results

While the style guide remains an ongoing topic requiring continuous updates and refinement, there has been overall good acceptance of the UX role within the team. The knowledge-sharing initiatives fostered a very amicable relationship between UX and other departments, with team members increasingly recognizing the value of UX input in the planning and implementation process. The collaborative atmosphere has improved significantly, creating a foundation for more integrated and user-centered development practices moving forward.

Project 1 Project 2 Project 3

The End

Thank you for reading this far and I hope you enjoyed it