



**KATRIN
SCHLIERKAMP**



**MOBILE EXPERIENCE
DESIGNER**

CREATIVE

PROFICIENT JUST ASK
MY MUM

CONTACT

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18. Juli 1985 | Werne (NRW) Germany
 katischlierkamp



SUMMARY

As a full-stack designer I solve problems by thinking creatively. I love being creative and working in an inspiring work environment as part of an interdisciplinary team. Prototyping the interaction concepts of holistic user interfaces and focusing on the user-centered design process using everything from scribbles to Axure or Balsamiq Mockups and Photoshop is my forte. I design products to be user-friendly, intuitive and joyful. When I am not UX-ing you can find me acting in the theatre, or browsing fleamarkets!

EDUCATION

- 05/2015 Educational Training
 ESL St. Giles | Vancouver, Canada
- 07/2012 Bachelor of Arts, Information Design (1,7)
 Hochschule der Medien (Stuttgart Media University) | Stuttgart
- 05/2012 – 06/2012 Educational Training
 ISIS Greenwich | London, Great Britain
- 12/2011 – 03/2012 Bachelor thesis/ note (1,3)
 West German Broadcasting Corporation (WDR) | Cologne
 User Experience for children using the example of "Mouse TV" - a German educational children's program
- 10/2008 – 07/2012 Bachelor-Studium: Information Design
 Hochschule der Medien | Stuttgart
 Specialities: Adobe Creative Suite for UI and UX design, applications based on user-experience design methods, accomplishing participatory design sessions and scenario-based design, creating educational systems (E-Learning)
- 09/2011 – 09/2011 Intercultural Design Camp
 Intensiv Programm Erasmus | Grebbestad, Sweden
 Working in an international team of 5 people, the project work covered conceptual work and hands-on experience. Presenting and campaigning the project - a travellers community to share experiences with augmented reality.
- 08/2004 – 07/2007 Traineeship: media designer, operating
 Aschendorff Medien GmbH & Co. KG | Münster
- 2004 Fachhochschulreife (1,7) (Equivalent to A-levels)
 Fachoberschule für Gestaltung | Dortmund

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WORK EXPERIENCE

- 05/2014 – present **Mobile Experience Designer**
Sixt SE | Munich
Interaction concept implementation and visual design of mobile carsharing-apps: 'DriveNow', 'myDriver' and 'Sixt rent a car'. Responsible for a good usability and a great user experience. Creating native design patterns for cross-plattforms: Android L, iOS 8/9 and Windows 10.
- 01/2013 – 04/2014 **Junior Interaction Designer**
User Interface Design GmbH | Munich
Interaction concept implementation of digital user interfaces for embedded systems on usability methods of the user centered design process including user research.
- 10/2008 – 07/2012 **Freelance Graphic Designer**
Greentomato Media Solutions | Stuttgart
Handling a variety of different printed material, including newsletters, information leaflets and internal forms.
- 08/2010 – 02/2011 **Intern Interface Designer**
Ravensburger Digital Munich
Visual design of a range of materials mainly for web, including adverts, banner, and newsletters. Design and implementation of game concepts, serious games, post-production of educational based learning videos for young children.
- 08/2009 – 09/2009 **Intern Digital Compositor**
West German Broadcasting Corporation (WDR) | Cologne
Associated and getting an overview of the progress of 'Mouse TV' - a German educational children's program and 'neuneinhalb' - a German educational teenager's program.
- 08/2007 – 07/2008 **Media Designer, Operating**
Aschendorff Medien GmbH & Co. KG | Münster
Liasing with printers to produce final print, design of various printed matter, including internal forms and advertisements, digital image processing.

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ADDITIONAL SKILLS

Languages German (native), English (fluent), French (basic)

Softskills **team oriented**
Contributes to a pleasant work environment and provides a positive customer experience. Advocates for a team-based mentality.

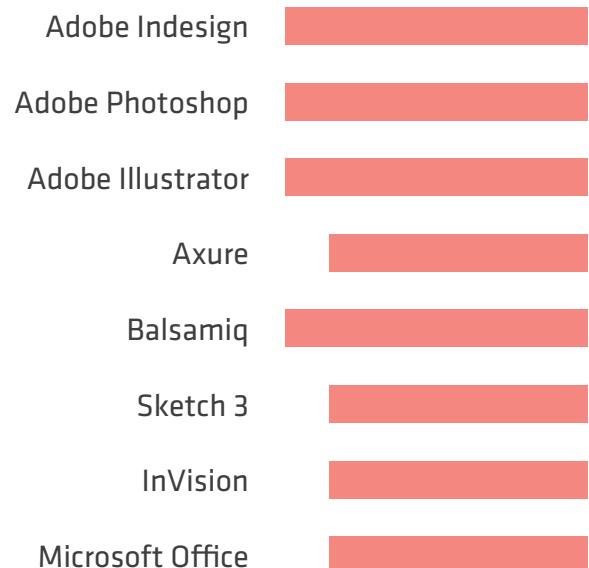
communication skills

Has built unsurpassed empathy for user needs and the ability to tell stories from any angle.

thirst for knowledge

Has an excellent work ethic with an eagerness to learn and improve. Participates in out-of-hours meet-ups to share experience and opinions with the community

COMPUTER SKILLS



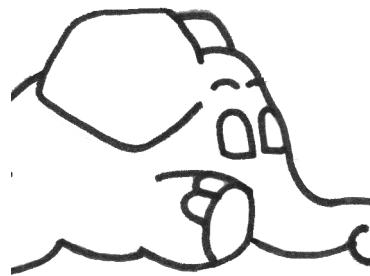
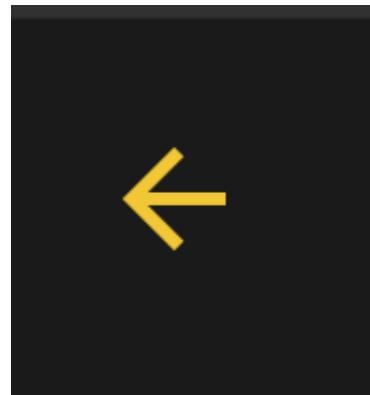
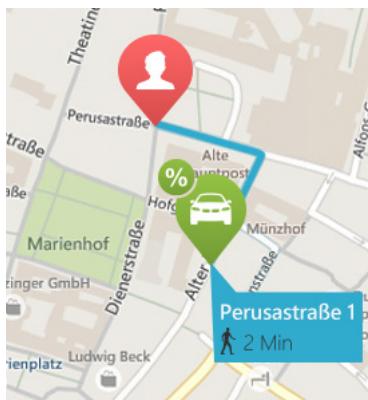
INTERESTS

new technology/
corporate design/
gamification/
board games/
improvisational theatre/
fleamarkets/
playing saxophone/
standup paddling/
cutting figures out of wood/
travelling

THE PROOF
IS IN THE **WORK**



WHAT I'VE DONE



PROJECT DRIVE NOW

Windows-Phone-Application

PROJECT BRIEF (SIXT)

Drive Now is a joint venture between BMW and Sixt that provides carsharing services in several cities. I was asked to build their new windows application and their first new feature – a car radar.

ROLE - UX & VISUAL DESIGNER

I oversaw the entire UX design process and participated in relevant sprints. My responsibilities included:

- Survey and competitive analysis
- Information architecture
- Sketches
- Hallway usability tests
- Design of early wireframes in Axure

The image displays a grid of screenshots from the DriveNow Windows Phone application, illustrating the design and functionality of the app. The screens include:

- Login data:** A registration screen asking for country, email, password, PIN, security question, and answer.
- Payment data:** A screen for entering payment information, including credit institution, IBAN, and BIC, with terms and conditions and a SEPA mandate checkbox.
- User Cockpit:** A dashboard showing balance (243 Min), saving package (unlimited validity), bonus minutes (17 Min), refer a friend, favourites, activate DriveNow-ID, documents in review, and a logout button.
- Car Details:** A screen showing a MINI Coupe (Sebastian) with license plate M-DN-4721, located at Dr.-Carl-von-Linde-Strasse 82049 Pullach im Isartal, Germany. It shows rates (16 ct/min driving), interior options, and fuel type (Diesel).
- Features:** A screen with icons for unlock car, lock car, check damage, cancel, navigation, blink signal, report issue, and a warning icon.
- Car filter:** A screen allowing users to filter cars by city (Berlin, Hamburg, München, Köln, Düsseldorf, San Francisco) and model (All Mini On, MINI Cabrio, MINI Coupe, All BMW Off).
- Car list:** A screen showing a filtered list of cars, including MINI Coupe Sebastian, BMW 1 Serie Convertible Josef, BMW 1 Series Franz-Xaver, and MINI Coupe Valentin.
- Car radar:** A screen featuring a map of Munich with a blue circle indicating the radar range (500m). It includes a keyboard for entering a destination (e.g., Offic) and a search bar.

PROJECT MYDRIVER

Chauffeur-Application (iOS & Android)

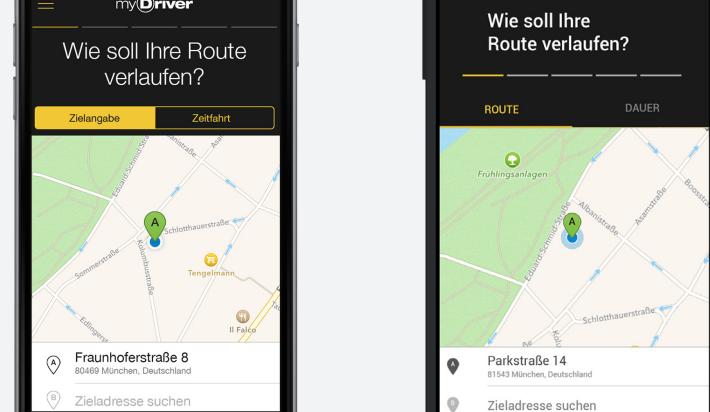
PROJECT BRIEF (SIXT)

MyDriver is a part of the Sixt Group and combines a car rental service with a personal driver. In this project my partner and I provided an iOS and Android App. Over time, the app did not have a crafted brand-new checkout and payment experience, thus indicating we had to initiate a complete redesign.

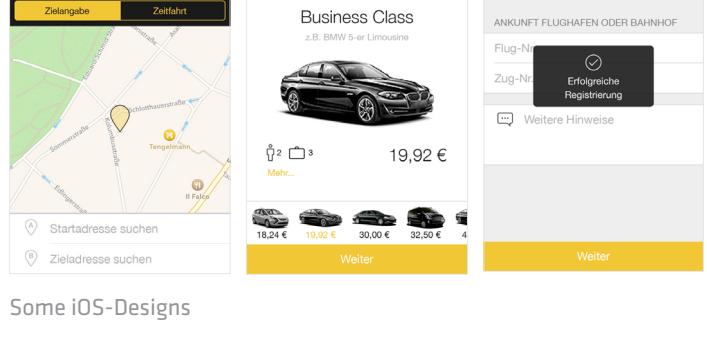
ROLE - UX & VISUAL DESIGNER

I am directly responsible for designing Android and iOS features. I work closely with developers to ensure high quality implementation of visual designs. Additionaly my tasks include:

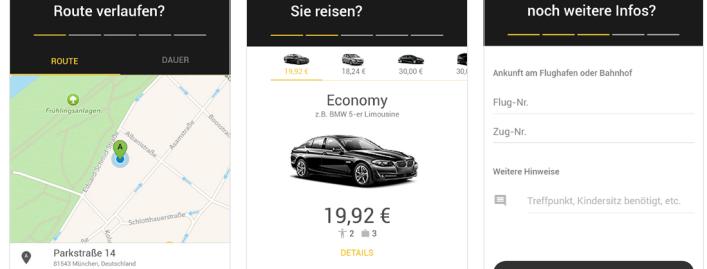
- User interviews, personas
- Design of early wireframes
- Sketches, final mockups
- Development of user interface assets



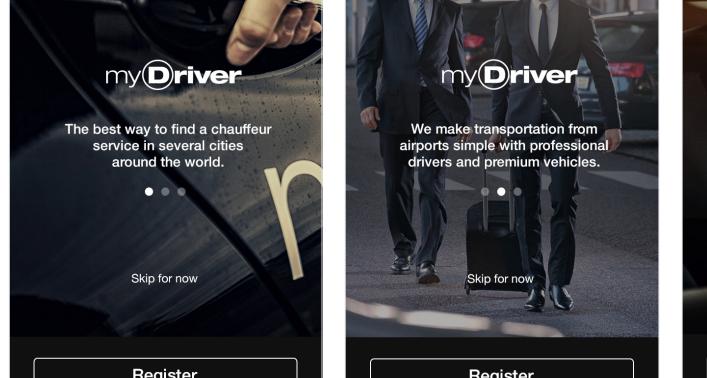
iOS and Android Designs



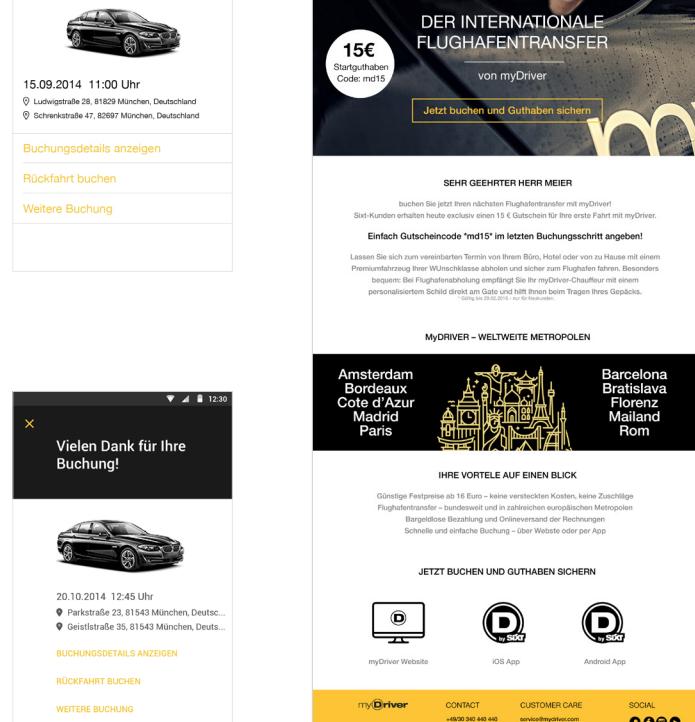
Some iOS-Designs



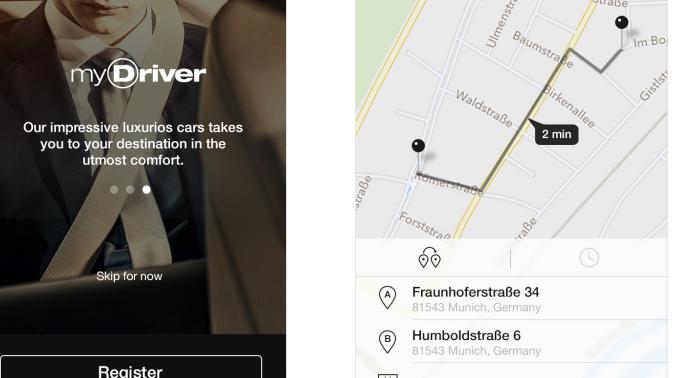
Some Android Designs - Material Design



When opening the app for the first time the user wants to see the walk through explaining him the benefits of myDriver.



Newsletter myDriver



ReBranding - new main screen

PROJECT ELOMA

UI baking oven

PROJECT BRIEF (UID)

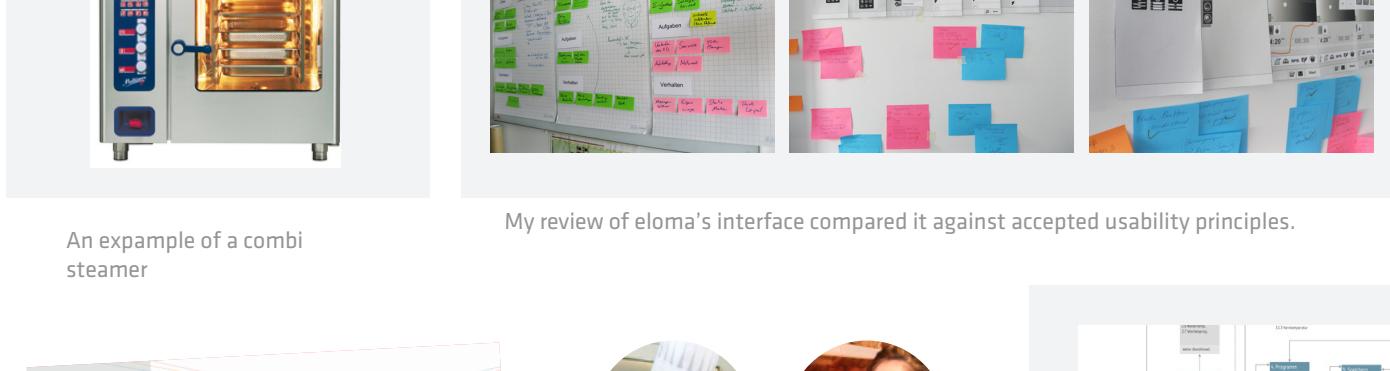
Eloma, a worldwide leading manufacturer of combi steamers and bake-off ovens for professional use prompted a new concept for a touch interface.

ROLE - INTERACTION & UX DESIGNER

For this project we were tasked to figure out the pain points, goals and expectations of the old existing interface. We created an early prototype with Axure to test elements of the wireframes I conceived.

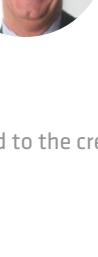
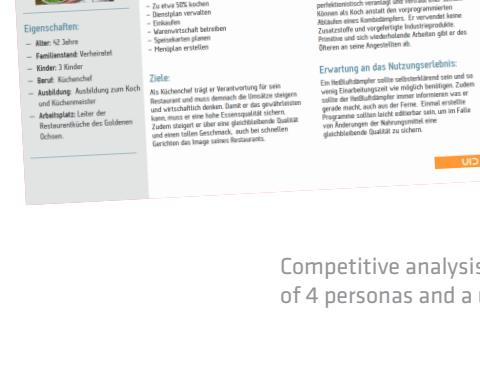
I performed multiple paper prototyping tests with users regarding the importance of features, the feel of early screens, and the overall friendliness of the interface. Summarized my tasks included:

- Heuristic evaluations (Nielsen's Heuristics)
- Benchmark analysis, personas & scenarios
- Flowchart, information architecture
- Sketches, Design of early wireframes in axure
- Interviews and contextual inquiry
- Paper prototyping
- Final mockups

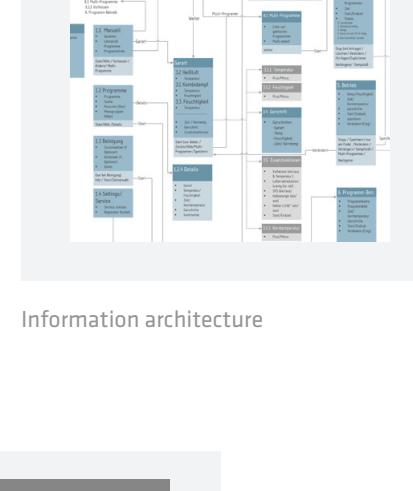


An example of a combi steamer

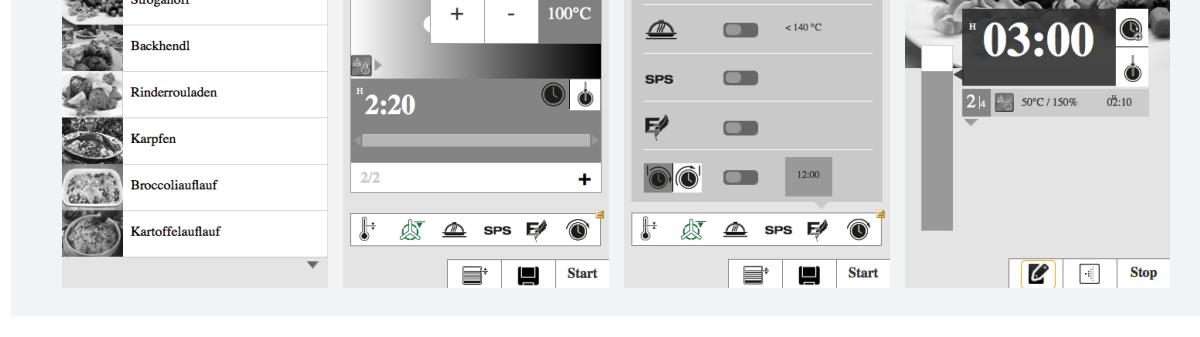
My review of eloma's interface compared it against accepted usability principles.



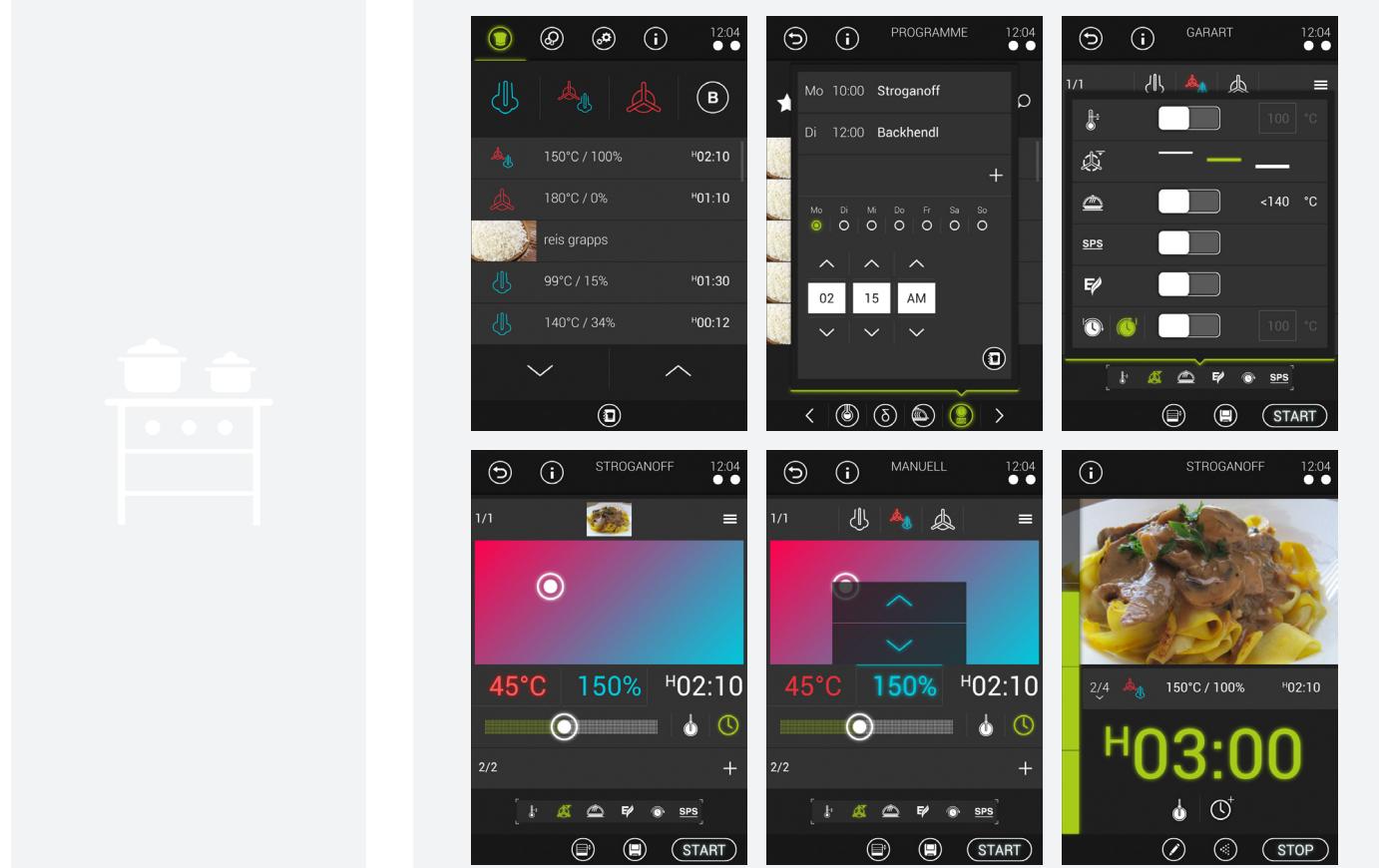
Competitive analysis and 4 user interviews led to the creation of 4 personas and a user flow for the primary.



Information architecture



Some of my wireframes of early screens



Final Mockups

PROJECT BAUER

ReDesign UI compressors

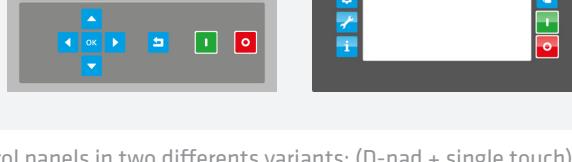
PROJECT BRIEF (UID)

Bauer offers state-of-the-art compressors for the field of sports & safety. Bauer worked on two control panels which are operated variously: directional pad (D-pad) & single touch. Our team was tasked to create a unified interaction concept for the users so that they are able to operate consistently in spite of different interaction possibilities.

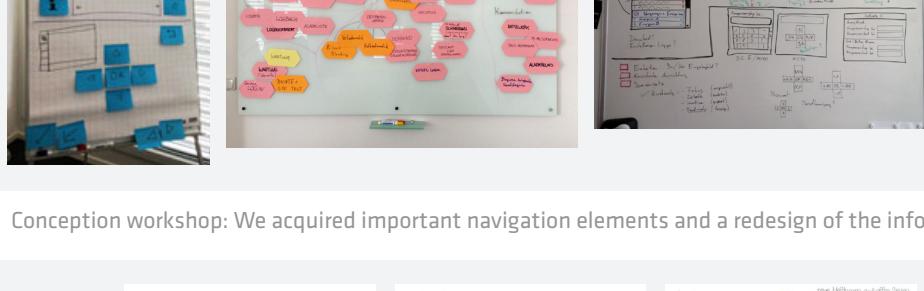
ROLE - INTERACTION & UX DESIGNER

I oversaw the entire UX design process. My responsibilities included:

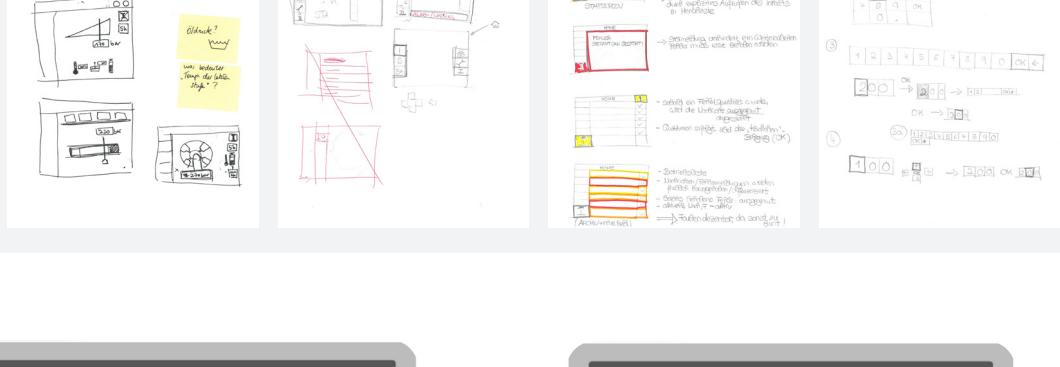
- Benchmark analysis, personas & scenarios
- Information architecture, sitemap
- Sketches, moodchart workshop
- Design of early wireframes in Axure
- High-fidelity ui prototype
- Documentation interaction process



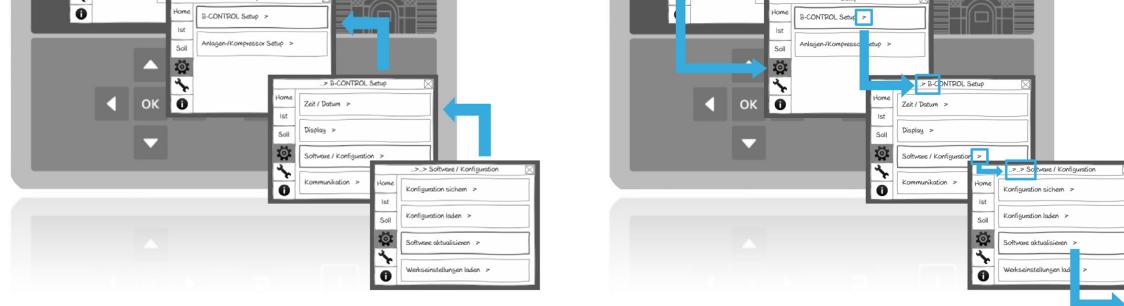
Control panels in two different variants: (D-pad + single touch)



Conception workshop: We acquired important navigation elements and a redesign of the information architecture



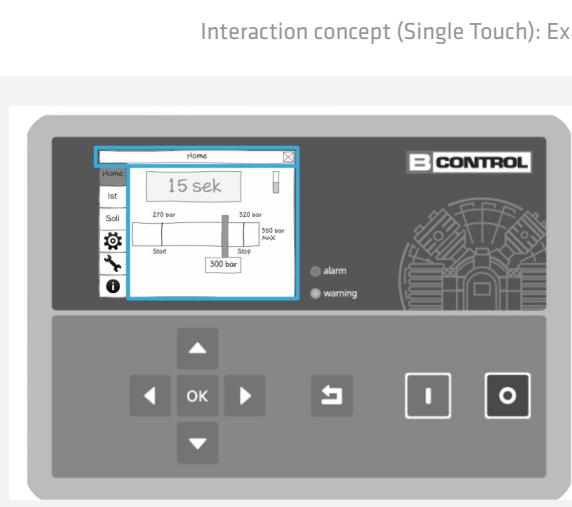
Scribbles



Interaction concept 1 (D-pad): Example of the navigation experience



Interaction concept (Single Touch): Example of the menu and a further subpage



Ultimately we had a concept for both different control panels

PROJECT SENDUNG MIT DER MAUS

UX/ Usability for children

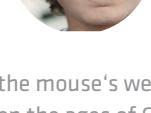
PROJECT BRIEF (Bachelor thesis, WDR)

My thesis dealt with an experience-oriented concept for the website of the mouse ('Die Seite der Maus'). The page was designed with regard to children's development-psychology-theories and focused on the 'stimulation need'. There were factors of stimulation being used as a basis that may have had a significant influence on the user experience design.

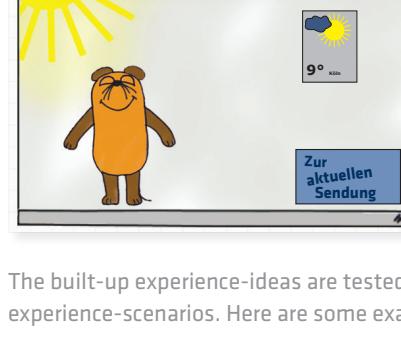
ROLE - UX RESEARCHER & UX DESIGNER

I created and built new ideas for kids within scenario based design. My responsibilities included:

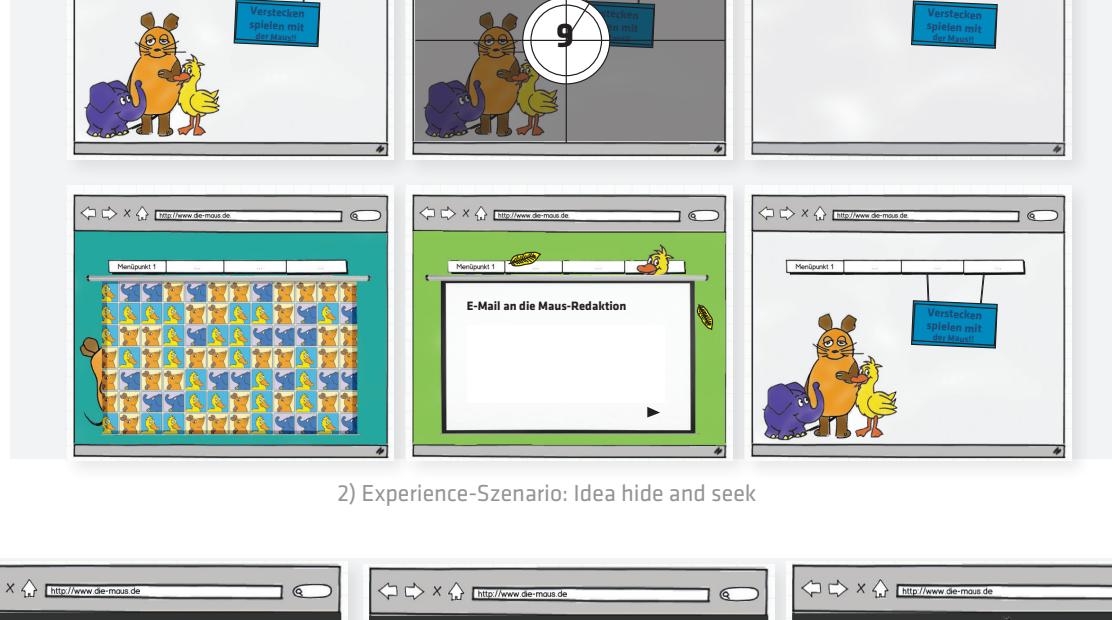
- Analysis, research, personas & szenarios
- Survey of the 'stimulation need', developmental psychology of children
- Pencil scribbles
- Final mockups in Balsamique



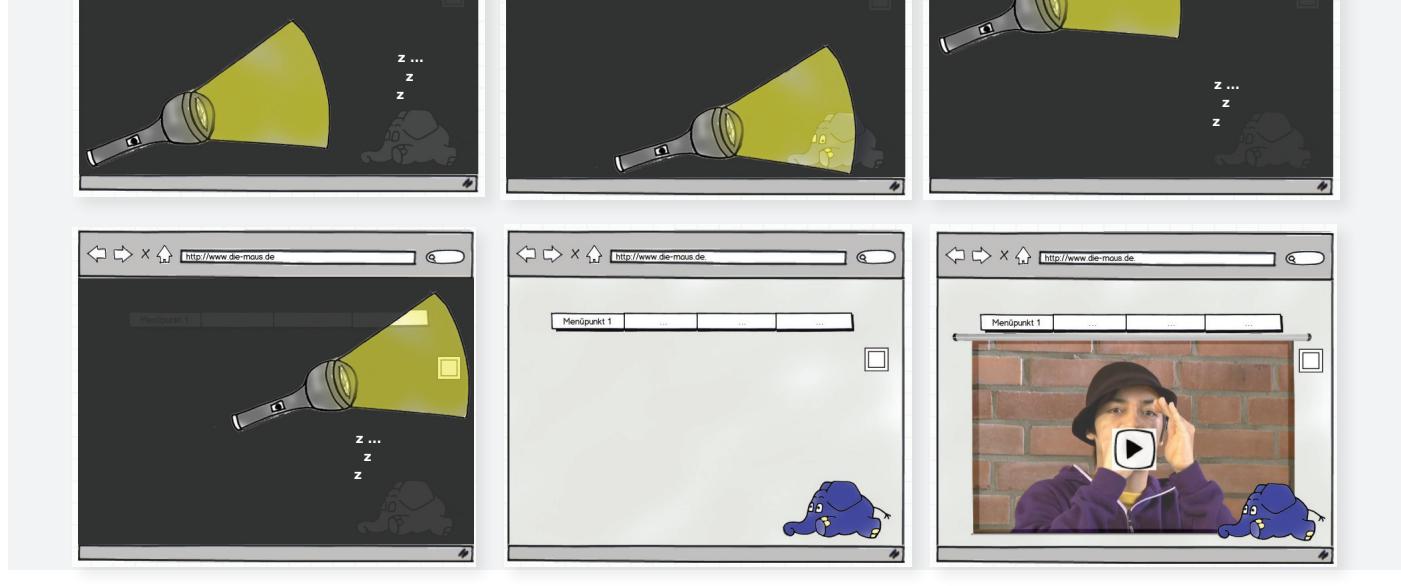
The main target group of the mouse's website is formed by children between the ages of 6 and 13.



The built-up experience-ideas are tested with regard to their level of stimulation and afterwards reconstructed through experience-scenarios. Here are some examples: 1) Experience-Szenario, Idea weather-dependent



2) Experience-Szenario: Idea hide and seek



3) Experience-Szenario: Idea adaptive lights

PROJECT KICKSHOT

Experiences for mobile photography

PROJECT BRIEF (Study/ Carl Zeiss AG)

For this project we were tasked to create an application which is based on fulfilment of universal psychological needs, such as competence, relatedness, stimulation (...), to be the major source of positive experience with interactive technologies. We created ideas which were clearly linked to the context of extreme sport. The further the athlete jumps, the wider the view becomes, for example (...)

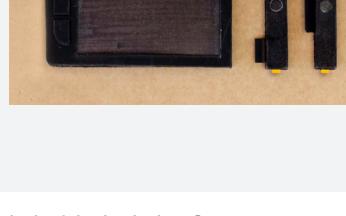
ROLE - UX DESIGNER

I oversaw the entire UX design process. My responsibilities included:

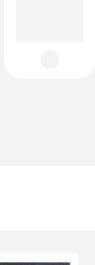
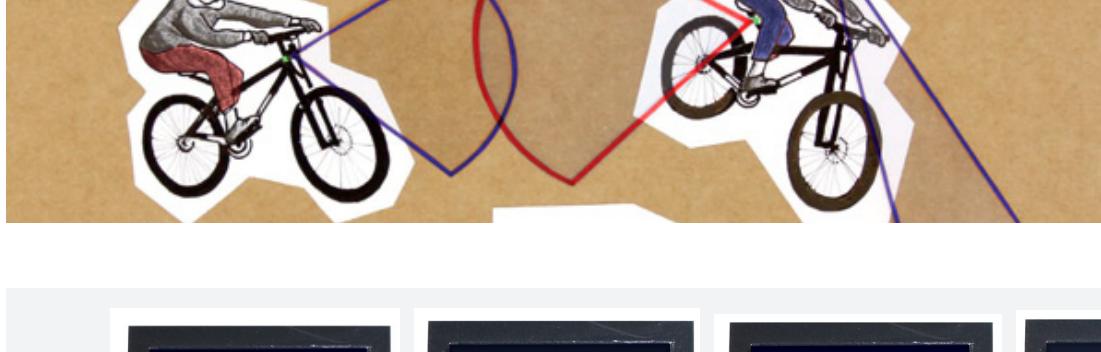
- Analysis, competitive analysis
- Personas & scenarios
- Ideas based on human needs
- Construction of the prototype
- Final mockups in Balsamique
- Moderation of user testing



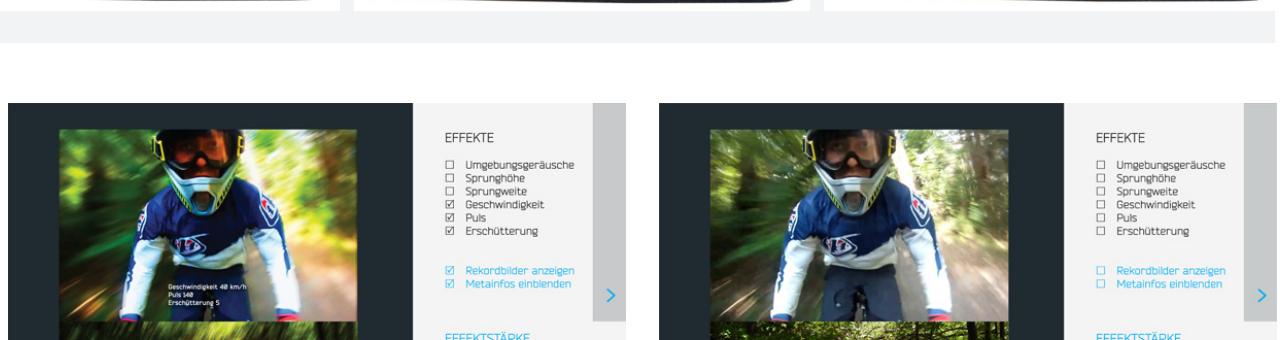
Personas, Bernd and Stefan



The ride will be recorded with the help of two cameras, at the front and at the back.



Prototype of mobile interfaces



The ride of the driver is affected by their movements.

GOODBYE



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