

# PHILIPP LICHTMESS

UI DESIGNER

 Hamburg, Germany

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 www.philipplichtmess.com

## SKILLS

UI Elements

Wireframing

Prototyping

Design Principles

UX Fundamentals

User Testing

Branding

## TOOLS

Adobe CC

Figma

Sketch

Invision

Flinto

## EDUCATION

2022

UI Design Certification

CareerFoundry

Berlin, Germany

Intensive 4-month UI Design training program that helped me acquire all necessary skills in this field to add to my experience in graphic design.

2007

Secondary School Dipl.

Geestlandschule

Fredenbeck, Germany

## LANGUAGES

German

English

## INTERESTS

Music

Gaming

Writing

Basketball

Photography

## ABOUT ME

I'm a UI designer with a background in graphic design, music production, and editorial work. Experienced in communicating with different kinds of clients and and passionate about designing aesthetically pleasing and pixel- perfect solutions for all kinds of requirements.

## UI/UX DESIGN PROJECTS

2022 HOOPER, basketball-focused online store

*Mobile App and Desktop Web Design*

- Created a brand by designing all visual components and defining the brand guidelines.
- Created a user flow diagram to design wireframes.
- Got to the final stage of iteration by incorporating feedback from a scenario-based prototype test.

2022 HEURO, learning app

*Native Mobile App Design for iOS and Android*

- Created a proposal for a learning app by defining the key objective and features.
- Designed iOS and Android-specific screens by incorporating native mobile design patterns based on Human Interface Guidelines and Material Design.
- Gathered information about functionality by conducting user tests with platform-specific prototypes.

2022 CONNOGUIDE, restaurant recommendation app

*Mobile App and Responsive Web Design*

- Defined the brand's key principles by gathering premiliminary ideas.
- Conducted a SWOT and UX analysis to get an overview of possible competitors.
- Gathered information through user research to create expressive user personas.
- Gathered requirements and defined an MVP by analyzing the results of A/B testing and user interviews.

## WORK EXPERIENCE

2022 Restaurant Manager

2021 A. + B. Höpermann GmbH  
Wedel, Germany

- Met with regional suppliers for food and beverages to enter a partnership and realize a product palette that's suitable for the restaurant's concept.
- Wrote schedules for daily tasks and provided employees with work instructions to optimize workflow and time management and get constant results and customer satisfaction.

## INTERNSHIPS

2018 Graphic Designer

2016 gobasil  
Hamburg, Germany  
GRUENWEISS DESIGN  
Hamburg, Germany

- Incorporated the feedback of my art directors into my workflow and enhanced my skills to get involved in projects and meet deadlines.
- Took photos and edited them to provide a visually pleasing and detailed product catalog.

2013 Editor

VISIONS  
Dortmund, Germany

- Conducted daily research and communicated with fellow editors to find relevant topics for my online news articles.
- Scheduled and conducted interviews with artists to get insights for meaningful stories.