



Hi!

# I'm Maria Neureither


I'm a User Experience Designer with a background in Game Design.

My area of expertise encompasses concepting, wireframing, prototyping and visual design. Additionally I love to organize and conduct Google Design Sprints.

 Bachelor of Science in Game Design

## Contact

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## Online Portfolio

 <https://mary-maker.github.io/portfolio-site-mn/>

## Experiences

- 2020/11/01 - today ● **User Experience Designer**  
Concepting, wireframing, prototyping, visual design and testing of software for public transport. ATRON electronic GmbH, Markt Schwaben.
- 2019/04/01 - 2020/10/31 ● **User Experience Designer**  
UX expert and Design Sprint facilitator on e.g. Internetmarke. Deutsche Post AG, Berlin.
- 2016/07/01 - 2019/03/31 ● **Junior User Experience Designer**  
UX tasks like concepting, interaction design, prototyping and visual design. Deutsche Post AG, Bonn and Berlin.
- 2015/07/15 - 2016/06/30 ● **Junior Support Manager, Graphics & Design**  
Including tasks of Game Designer and Graphic Designer. Responsible for new gaming and social media content. Deutsche Post Consult GmbH, Bonn.
- 2013/10/28 - 2013/12/11 ● **Tutor**  
Medial and cultural work in support of social and job-related integration of adolescents. Teaching "Stop Motion & Film" by the use of Adobe Premiere. (h)arthof, Munich.
- 2013/07/01 - 2013/07/31 ● **Trainee Game Designer & Trainee Assistant Producer**  
at Digital Treasure Entertainment, Munich.
- 2012/09/10 - 2012/11/30 ● **Game Designer at ENDI (scholarship)**  
Scholarship by MedienCampus Bayern e.V. Participation at ENDI - L'École Nationale en Divertissement Interactif, a school working closely with the games branche in Canada. Québec City, Canada.
- 2012/03/01 - 2016/06/30 ● **Media Designer, Graphic Designer (freelance)**  
Freelance projects, such as the creation of sales products and presentation material for Mantle Climbing GmbH and How-To-Use infographics for RESTUBE.

## Certifications & Nominations

- 2014/10/14 ● **Winner of AR Toys Competition**  
Sponsored by Metaio and Toywheel. Honoring of augmented reality game concept "myARtale", Munich.
- 2012/09/01 - 2012/11/30 ● **Scholarship by MedienCampus Bayern e.V.**  
Sponsorship of participation at ENDI - L'École Nationale en Divertissement Interactif, a school working closely with the games branche, Québec City, Canada.
- 2012/05/12 ● **ITFS - International Festival of Animated Film**  
Study project "wirksystem - der wald" shown on the event's panel "animated music videos" at ITFS, Stuttgart.
- 2010/12/02 ● **Gamesload Newcomer Nomination**  
Student project and Point&Click adventure "Acronico" nominated for newcomer award of "Deutscher Entwicklerpreis", Düsseldorf.

## Skills

- Proactive
- Team Player
- Creative problem-solving
- Design Sprint facilitator
- User Centered Design
- Interaction Design
- Iterative Wireframing
- Visual & Graphic Design
- Usability Expert
- Desktop and Mobile (iOS, Android)

## Tools

Sketch	<div></div>
Adobe PS	<div></div>
Adobe Id	<div></div>
Adobe Pr	<div></div>
InVision	<div></div>
Axure RP	<div></div>
ProtoPie	<div></div>
Zeplin	<div></div>
Atom	<div></div>
MS Office	<div></div>
Unity3D	<div></div>

## Coding & programming

HTML5/CSS	<div></div>
JavaScript	<div></div>
C#	<div></div>

## Languages

English	<div></div>
French	<div></div>
German	<div></div>

*Neurother Maria*  
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