



Maya Schoch

Junior UX and UI Designer

Profile

I am an enthusiastic and detail-orientated designer, with 5 years professional experience in Graphic Design and Illustration but transitioning into Ux and UI Design.

Contact



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UX Skills

- User Research
- Information Architecture
- Wireframing
- User interface Design
- Prototyping
- User Testing

Technical Skills

- Sketch
- Photoshop
- Illustrator
- Indesign
- Figma
- HTML/CSS (beginner)

Experience

UX Design Intern

03.2017 - 05.2020

Nullify- Germany

I helped design User Flows, Wireframes und was involved in User Testung till the end product. I was able to work with the software developemtn and research developement team throughout.

Graphic Designer & Illustrator

Nov 2017 - Nov 2020

Cashmirino - UK

Designing visual elements for campaigns, brand promotion, website design, product design, book illustration and clothing detailing.

Contributing to our social media platform through illustration, gifs and animation.

Junior Artist

Oct 2016 - Feb 2017

Squint/Opera - UK

Managed motion graphic assignments from concept to production for the National Army Museum, with focus on character and object based animation.

Education

Ux Immersion

Feb 2021 - Current

Career Foundry

Completed a 1 month course for UX Design, learning about the methodologies, strategy, wireframing and design thinking.

Project: Vocabulary Learning App

Computer Animation Arts

2012 - 2015

Bournemouth University UK

A 3 year course covering Aesthetics and Techniques of Animation, Cinematography and Acquisition, Innovation and Design for Animation.

Project: Animation about a First Nation's story

Languages

C2 English

C1 German