

Tim Feuring

Product Designer

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WORK EXPERIENCE	Accenture Song Product Designer May 2025 — Present Junior Product Designer September 2020 — April 2025	<p>As a Product Designer, I develop user-centric experiences for mobile and web applications, collaborating within interdisciplinary teams of designers, developers, strategists, and project managers. I have worked on both B2C and B2B projects for renowned clients across various industries, including Motel One, BASF, ADAC, and Audi.</p> <p>I am experienced in all stages of the UX/UI design process: from initial user research and concept development to refined interface designs, prototypes, and technical implementation, including user testing.</p> <p>For over 2.5 years, I served as the lead designer for Motel One's mobile experiences, responsible for developing several major app features through iterative processes. I organized design systems and user flows, continuously improving design processes, which was highly valued by both the team and the client.</p> <p>I positively influence teams with my structured and conscientious approach, by being proactive, communicating effectively, sharing knowledge, and embracing a learning mindset. I have trained junior colleagues and apprentices and organized design workshops. I continuously improve my skills by participating in workshops and online courses.</p>
	Freelance Designer Self-employed May 2020 — Present	<p>As a freelance designer, I worked on a diverse range of projects, including web design and the development of design systems, creating visually appealing and functional solutions that ensured consistency and scalability across different platforms.</p> <p>In addition to digital design, I specialized in lettering and typography, crafting unique and expressive typographic designs. This expertise allows me to offer comprehensive design services, from digital interfaces to branding and print media.</p>
	BA Communication Design University of Applied Sciences Hamburg (HAW) March 2021 — February 2025 Final grade: Very good (1.28)	<p>While working at Accenture, I graduated in Communication Design, focusing on Brand Design, Type Design, Interaction Design, and Generative AI. This further broadened my knowledge and skill set, enriching my design approach and putting design theory into practice directly.</p> <p>For my BA thesis, I focused on accessibility in digital interfaces, which further informed my approach to designing intuitive and accessible user experiences.</p>
	Vocational Training Media Designer Digital/Print SinnerSchrader August 2017 — July 2020 Final grade: Very good (1.2)	<p>My vocational training as a Media Designer in Digital and Print provided me with a robust foundation and extensive technical expertise in media production, enabling me to execute tasks with precision across design processes, from print production to frontend development.</p>
SKILLS & INDUSTRY KNOWLEDGE	Design Tools Figma, Sketch, Adobe Creative Suite	User-Centered Design UX Design, UI Design, User Research & Testing, Accessibility
	Prototyping & Animation Interactive Prototyping, After Effects, Principle, InVision	Methodologies Design Thinking, Agile/Scrum, Lean Design
	Frontend Development HTML, CSS, JavaScript, Responsive Design	Advanced Technologies Design Systems, Style Guides, Component Libraries, Generative AI, AI-Driven Design Tools