

# Meike Wiemann

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## Info

Birth 22th November 1985  
Citizenship German

## Skills

### Design

Process: Human-centred, Iterative  
Tools: Arduino, Axure, Balsamiq, MS Office  
Methods: Contextual Inquiry, Interviews, Evaluations, Personas, Scenarios, Wireframes

### Software Development

Programming: Ruby, Rails, JavaScript, HTML, CSS  
Agile: Scrum, Kanban  
Various: Test-driven Development, Git, SOA, Continuous Integration

## Education

- 2014 - today **M.Sc. in HCI and Social Media**, *Umeå University*, Umeå, Sweden.  
Courses: User Experience, Prototyping Interaction, Social Media, User Research, Managing as Designing.  
Master's thesis title: "Exploring the Materiality of the Web of Things - A Study about Web Technology as Design Material for Ubiquitous Computing"
- 2005 – 2009 **B.Sc. in Computer Science and Media**, *FH Wedel*, Wedel, Germany.  
Courses: Software Development, Computer Graphics and Media Design
- 2008 **Semester Abroad**, *Edith Cowan University*, Perth, Australia.  
Courses: Photography, Public Relations, Adventure Recreation Management

## Experience

### Working

- Summer 2015 **User Experience Designer**, *GPredictive GmbH*, Hamburg, Germany.  
As a working student at GPredictive I was solely responsible for user research, design and evaluation of a web application. The web application aimed to allow the business customers of GPredictive to identify their end-customers that would most likely buy an advertised product. The major challenges were to find the right expressions for this innovative user interface and to visualise the underlying complicated prediction algorithms in a correct and intuitive way.
- 2009 - 2014 **Software Developer**, *blau Mobilfunk GmbH*, Hamburg, Germany.  
I designed and built web applications mainly with Ruby on Rails in agile scrum teams. Together with my team I built for example a customer care system, self care system, order processes and a promotion administration system. I also launched and further developed front-end integration testing in a continuous integration system (Atlassian Bamboo). Besides my development work, I acted as a part-time scrum master and moderator for retrospectives.

2008 - 2009 **Internship**, *newtention*, Norderstedt, Germany.

First, I did black-box testing of an adserver-application and described new features for a manual as a student job. Later, I wrote my bachelor's thesis which was an interactive prototype to visualise ad serving data with charts in Java and ActionScript/Flex.

### Various

2012 - 2013 **Sabbatical leave**, *Work & Travel*, New Zealand.

I took a four months break from my work at blau Mobilfunk to travel, work and practise my English.

## Additional Qualifications

05/2013 **Interaction Design**, *Nielsen Norman Group*, London, England.

Three-day workshop at Usability Week London

02/2012 **Scrum Master**, *it-agile*, Hamburg, Germany.

Two-day workshop to become a certified scrum master

## Volunteer Work

2012 - 2014 I helped to organise [Rails Girls](#) workshops in Hamburg, Germany. The aim of these workshops is to give tools and a community for women to understand technology and to build their ideas.

## Languages

Self-assessment European level [CEFR](#) (C2 maximum evaluation)

German Mother Tongue (C2)

English Full professional proficiency (C1)

Swedish Limited working proficiency (B2)

## Interests and Hobbies

In my free time I like to be outdoors and do sports. My favourite sports are beach volleyball, windsurfing and all kinds of winter sports. Apart from sports I like to read or play the guitar.

## Links

[Portfolio](#)

[XING](#)

[LinkedIn](#)