

I came to UX from architecture, because I wanted to solve real problems and actually see the result. For the past two years, mostly at empiriecom in DACH e-commerce, I was the only designer on a CMS team, shipping everything from a preview tool I owned end to end to smaller UX tickets. What matters most to me is understanding the real problem and making choices I can defend, even under real constraints from IT and the business. I work closely with developers and POs and use AI tools daily.

 Experience

UX/UI Design Working Student

empiriecom | Bamberg, Germany

Oct 2024 - Feb 2026

- Drupal Preview (sole designer):** Redesigned a static preview tool for content editors from scratch: floating, movable, for web and mobile in light/dark mode. Launching 2026.
- Filter & Sort (ratings & reviews):** Turned a "just swap the dropdown" request into a full mobile filter redesign and defended the interaction logic in dev review.
- Message Center:** Moved it into the storefront header for visibility (benchmarked vs Witt, Sheego, AboutYou) and designed the notification states for iOS & Android.
- Platform migrations (3 projects):** Migrated the iOS app, empiriecom website, and BAUR career page from Zeplin to Figma, working closely with the internal design system.
- AI features & smaller tickets:** Contributed ideas and design to new AI features for the shop, plus several smaller UX tickets (bottom navigation, Back-to-Top, and more), all to WCAG standards.

Interaction Designer Intern

Xkool Technology | Shenzhen, China

Jan 2023 - May 2023

- BuildingCreator (AI tool for architects):** Redesigned the broken CAD-upload flow from scratch, about 20% faster task completion. Approved by stakeholders and added to the roadmap.
- Design system:** Rebuilt a messy client Figma file into a structured, reusable system. That's where I learned to design in systems rather than single screens.
- Company blog:** Designed and launched the new company blog (UI & UX); beat its engagement targets.

 Education

Usability Engineering MSc

Hochschule Rhein-Waal | Kamp-Lintfort, Germany

Sep 2023 - Jun 2026

Focus: UX Design, Interaction Design, User Research

GPA: 1.3 / 1.0 (German scale, 1.0 = highest)

Architecture BSc

University of Reading | United Kingdom

Sep 2019 - Jul 2022

Focus: Architectural Design · **First Class Honours**

 Skills

UX Strategy & Research

User Experience Design
User Interface Design
User Research & Testing
Persona & User Flow
Development
Design Thinking
Accessibility (a11y)

Prototyping / Developing

Figma, Adobe After Effect,
Adobe Illustrator, Adobe
Photoshop, Cinema 4D, V-ray,
Sketchup, Rhino, Webflow,
Midjourney

Coding

HTML/CSS

 Recognitions

The Alex Tucker prize
for Excellence in
Representation

2022

 Languages

English

Professional

German

C1

Mandarin Chinese

Native