



About Me

Passionate UX/UI Designer combining human-centred design with a solid technical foundation. Currently finishing my M.Sc. in Media Informatics (focusing on UX, HCI & Frontend Development) at LMU Munich, while working as a UX Designer at MVTEC on Computer Vision and Deep Learning software. My background spans academic HCI research, B2B enterprise product design, and corporate UX & media design — shaped by two exchange semesters at the University of Technology Sydney and almost 4 years of work experience as a working student in this field.

Education

- 04/2024 - 10/2026 **Ludwig Maximilian University of Munich – M.Sc. Media Informatics with Media Design**
- 02/2025 - 06/2025 University of Technology Sydney (UTS) – Semester Abroad 2 (with PROSA scholarship)
- 10/2020 - 04/2024 Ludwig Maximilian University of Munich – B.Sc. Media Informatics with Media Design
- 02/2023 - 06/2023 University of Technology Sydney (UTS) – Semester Abroad 1
- 09/2012 - 06/2020 High School Degree – Luitpold Gymnasium Wasserburg am Inn

Experience

- 12/2025 - 10/2026 **Working Student UX / UI Design – MVTEC Software GmbH Munich**
 - Contribute to UX and UI design components for industrial computer vision software
 - Redesign iterations (interactive prototyping, stylesguides, user research) using different tools to improve clarity and efficiency (mainly Figma & AI tools)
 - Collaboration with developers and product managers to align designs with technical constraints and user needs
- 11/2025 - 10/2026 **Master Thesis – AI Content Generation for Public Security User Interfaces**
 - Research and design of UX concepts to promote secure digital behavior in work environments
 - Creation of an user focused, automated AI comic generation framework for IT security content on PSUIs
- 02/2025 - 06/2025 **Interaction Design Studio (UX) – University of Technology Sydney**
 - User testing, heuristic evaluation, field study, wireframing, prototyping of our own app product idea
- 02/2025 - 03/2025 **Experience Design Internship – Ludwig Maximilian University of Munich – Published in Paper, CHI'26**
 - Designed and evaluated experience patterns, storyboards, and state charts for interaction design research
 - Built a physical prototypes and created an In-action design video to visualize user interactions
- 03/2022 - 01/2025 **Working Student at Ströer SE & Co. KGaA in Media, Communication & Graphic Design**
 - Designed and produced audience-focused multimedia content for Ströer's digital public displays, part of a network engaging roughly 80 % of the German population weekly
 - Produced motion graphics and video materials with Adobe Creative Cloud (mainly AE)
 - Supported UX research and visual storytelling to enhance engagement in digital advertising campaigns
- 03/2024 - 03/2026 **LMU Buddy Program Volunteer – Ludwig Maximilian University of Munich**
 - Provided personal and academic support for incoming exchange students
- 04/2024 - 05/2024 **Usable Security Internship – Ludwig Maximilian University of Munich / UniBW Munich**
 - Designed and evaluated UX materials and web/app prototypes promoting secure online behavior
- 11/2023 - 03/2024 **Bachelor Thesis – Ludwig Maximilian University of Munich**
 - Designed and evaluated face interfaces for human-robot interaction, focusing on user perception, empathy, and usability
 - Conducted field studies and usability tests to assess design effectiveness
- 02/2023 - 06/2023 **Fundamentals of Interaction Design (UX) – University of Technology Sydney**
 - User testing, field study, wireframing, prototyping of our own interactive product idea

Skills

- **UX / UI / XD Design** (Figma, Miro, Canva)
- **Web & App Development** (HTML, CSS, JS, Kotlin, Java, SQL, GitHub, Claude Code)
- **Graphic & Media Design / Animation** (Adobe CC, Gimp, Krita, AE, Davinci Resolve, Maya)
- **Corporate & AI Skills** (AI-assisted workflows & prompt engineering, MS Office, Confluence, Jira)
- **Languages**
 - German: Native (C2)
 - English: Fluent (C1)
 - French: Basics (B1)