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ABOUT ME

User-focused Product Designer fluent in English and German, with expertise in the full design lifecycle—from research and wireframing to prototyping and iteration. Skilled in conducting user research, ensuring crossplatform consistency, and collaborating with cross-functional teams to deliver impactful, data-driven designs.

EXPERIENCE

Product Designer | Erasys GmbH, Berlin (March 2022 - present)

Enhanced the design and growth of ROMEO, a leading social and dating network with over 3M global users.

- Maintained and expanded the Design System, ensuring consistency across desktop, Android, and iOS platforms.
- Designed seamless, user-centered interfaces in collaboration with developers, product owners, and marketing teams.
- Conducted user research, usability testing, and prototyping to validate concepts and refine user experiences.
- Delivered and presented strategic design solutions to stakeholders, influencing key decisions.

UX/UI Designer | Pink Triangle Press, Toronto (September 2020 - February 2022)

Spearheaded UX/UI design for multiple digital products as the sole designer in an Agile environment.

- Improved user satisfaction and retention by redesigning core features of two dating platforms using usercentered design.
- Revamped the Pink Triangle Press website to align with stakeholder goals, enhancing brand visibility and attracting top talent.
- Contributed to the responsive redesign of the award-winning news magazine website *Xtra*, prioritizing accessibility and usability.

UX & Product Designer | Freelance, Toronto (May 2018 - September 2020)

Delivered tailored UX solutions through user research, wireframing, prototyping, and stakeholder presentations.

- Pink Triangle Press (2019-2020): Optimized mobile user experience, driving traffic and earning a full-time
 role.
- Blue Mountain Hay (2018-2020): Designed a web app for inventory management, reducing data errors for a U.S. farming distributor.
- ScholarMe (2018): Increased sign-up completion rates by simplifying complex forms with UX best practices.
- Toda.Network (2018): Developed wireframes and prototypes for stakeholder demos showcased at international tech events.

EDUCATION

UX & Product Design (Full-time Immersive): General Assembly Toronto, 2018 **BFA in Theatre Performance**: Toronto Metropolitan University, 2000-2004

Main tools: Figma, Sketch, Miro, Jira, Confluence