



ARIEL KORSTEN

UX/UI DESIGNER

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• Based in Munich; not open to relocation.

• Looking for a remote position as a Digital Product Designer or UX/UI Designer.



ABOUT ME

Adaptable UX/UI Designer with a focus on creating user-friendly interfaces. Skilled in user research, stakeholder management, and aligning user needs with business objectives. Recognized for autonomous work, effective time management, and strong communication across teams. Experienced in enhancing product flows through user-centered solutions.

SKILLS

Hard Skills

Design thinking
User research
Persona conception
User flows and journeys
Wireframing
Interactive prototyping
Usability testing
Visual design
Interaction design
Accessibility design

Soft Skills

Collaboration
Adaptability
Open-mindedness
Empathy
Curiosity
Problem-solving
Organization

Languages I speak

English - native
German - intermediate

EXPERIENCE

reev - UX Designer (February 2022 - October 2023)

An e-mobility startup that develops software to manage smart charging stations.

- Conducted user research through interviews, surveys, usability testing, and more to understand user needs and behaviors.
- Developed detailed user flow diagrams, mapping out the user journey across multiple products and interfaces.
- Created wireframes and interactive prototypes with Figma, refining designs based on feedback from usability testing and stakeholders.
- Designed user-friendly, accessible interfaces in alignment with brand guidelines.
- Conducted and evaluated usability testing sessions, implementing feedback to enhance user experience.
- Collaborated closely with cross-functional teams, including product management, development, and marketing, to align design decisions with business goals and technical feasibility.
- Provided comprehensive design handoffs for developers, including detailed annotations and design specifications.
- Presented design decisions and processes to stakeholders, effectively communicating the reasoning behind design choices.
- Documented user testing findings, data analysis results, user flows, and other key information for stakeholders.
- Participated in SCRUM activities such as backlog refinement, sprint planning, user story creation, sprint retrospectives, and collaboration sessions with developers.
- Identified and acted on opportunities to improve designs to better meet user needs and business objectives.

EDUCATION

CareerFoundry - UX/UI Design (2020-2021)

An intensive, project-based course focused on UX and UI methodologies, mentored by two industry professionals.