

Philipp Meyer

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UI-/UX-Designer

I like to find, define and **rethink** design-problems. I enjoy communicating ideas and learning from users through **rapid prototyping**. To create prototypes I use tools that help me get the job done fast with enough **creative freedom** and **precision**. I have an eye for **detail** and a passion for **animations**, **UI design** and **user flows**. I like to take a step back and look at products from a conceptual point of view through **personas** and **use cases**. I **love** to work, learn and brainstorm in diverse multidisciplinary **teams**.

Tools: Sketch.app, PS, Framer, Principle, InVision, Corona SDK, OmniGraffle

Clients: T-Mobile, MINI, Alphabet, Jawbone, Baume et Mercier

Work

Freelance Work

*Berlin, Germany
Copenhagen, Denmark
2005-today*

I am currently working as a freelance UX Designer in Berlin on projects ranging from **web-** and **app-design** to rethinking complex **information architectures** for enterprise systems and **natural language processing** solutions. The projects specific needs determine my role in contributing to the workflow. I mostly focus on **ideation/concept creation** and define the outcomes in detailed **wireframes**. In later project stages I usually work closely with visual designers and am responsible for **motion design** and the creation of **high-fidelity prototypes**.

Jawbone

*San Francisco, USA
2013-2014*

At *Jawbone* I crafted **data visualizations** in **D3**, as well as animations, mockups and **interactive prototypes** in **Framer** and **HTML/CSS/JS**. Besides dreaming up and testing new ideas I was responsible for the **UX** in **UP Coffee**.

Education

University of Applied Sciences Potsdam

*Potsdam, Germany
2009-2015*

*Bachelor of Arts (A+)
Interaction Design*

In addition to my freelance work I completed an Interaction Design degree where I focused on mobile UI design, **typography** and experimented with **physical computing** and **photography**. Paper and high-fidelity prototyping, wireframing, animation and usability testing were an integral part of my Interaction Design degree as well. During my BA thesis *Melody as Game-Mechanic*, I created ***Klang***, a meditative melodic puzzle game for iOS. *Klang* and it's counterpart, ***Kling***, a super-simple audible memory game, are available on the App Store.

Malmö University

*Malmö, Sweden
2013 (6 Months)*

Erasmus

During my stay at *Malmö University* I created ***Life***, a **tactile comic book for blind people**, as well as a semi-interactive CSS Comic. This was an incredibly challenging and interesting endeavor since I was working and learning with an entirely new user group. The book was featured in print and web magazines worldwide (e.g. Wired, Co.Design, Gizmodo, CNET, MSN, GEO).