

Jonte Thiele

UI Designer

Projects

CinePop - native app

May. - Jul. 2023

Created a high fidelity prototype and Mockups following the iOS guidelines and one following the Android guidelines for mobile applications. The app solves the users problem of organizing what movies they want to watch and already have watched and how they liked them.

Myco Meals - responsive webapp

Feb. - Apr. 2023

Conceptualised and designed the UX and UI Design for a responsive web app surrounding recipes and information on cooking with mushrooms. It included conducting user research to create a high fidelity prototype with a UI Design for a mobile first approach.

Work Experiences

Yorck Kinogruppe

Feb. - Jul. 2023

Delivery driver

BRLO BRWHOUSE

Mar. - Oct. 2022

Barkeeper

Year abroad in Spain

Jan. 2021 - Dec. 2022

Work with children and tourists

YAAS -

Yacht Akademie Axel Schidt

Jul. 2020 - Dec. 2020

Event Manager

Berlin

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About

UI designer with background in tattoo design and costumer relations, as well navigating design processes and projects.

Relevant Skills

- o UI Design
- o A/B Testing
- o Competitive Analysis
- o User Interviews
- o User Personas
- o Prototyping
- o Wireframing
- o CSS, Html, JS

Tools I use

- o Figma
- o Photoshop
- o Procreate
- o Krita
- o InDesign

Languages

- o german (native)
- o english (fluent)

Education

Career Foundry

UI Design at Career Foundry with specialisation in frontend development

completed September 2023

BHT-Berliner Hochschule für Technik
Bachelor of Engeneering in print and media technology

started April 2023