

Robert Priebe

UI Designer

UI designer equipped with versatile background knowledge from various fields. Experience from the printing industry, graphic and web design and direct contact with clients allow for an exceptionally wide-ranging view from different angles on all upcoming projects. Open-minded, curious and always eager to learn new skills and solve challenging problems.



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Open to relocating &
remote roles

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Tools

- Figma
- Sketch
- Adobe XD
- InDesign
- Photoshop
- Illustrator
- Lightroom

Skills

- Ideation
- Wireframes
- Prototyping
- User Research
- Lean UX
- Responsive Design
- Photo editing
- Wordpress

Education

UI Design Certificate

09/2022 - 02/2023 Career Foundry

UI design course focused on learning and executing UX/UI best practices with guidance from a mentor.

Apprenticeship as a Printer

09/2010 - 09/2013 Druckhaus Müller

Learned how to produce printed products with all the knowledge that goes with it, from preparing and setting up the machines to running them and ensuring best quality.

Languages

- German (native)
- English (fluent)

Work Experience

Graphic Designer Future's Best Friend

11/2019 - 09/2022 Friedrichshafen

During this time I learned a lot about CMS and was able to implement it. My previous experience helped me to plan certain requirements at the beginning of projects or to find solutions with customers and to better respond to them.

Printer Druckhaus Müller

09/2013 - 05/2016 Langenargen

I worked independently on large presses, setting them up and monitoring all the settings. Over the years, I was able to learn more not only about printing itself, but also about layout, color management and preparation for print media.

Design Projects

Mealimalistic Recipe App

- With the idea of a recipe app that combines meal planning/shopping with nutritional information, I first conducted a **competitive analysis**.
- Based on the results, **user surveys** were conducted and **user personas** were created, which also served as the basis for **user stories** from which I was able to generate **flows** and a user **flow diagram**.
- From this **UX** phase I was able to gain a lot of insights which I could refine in low fidelity **wireframes** up to the finished product.
- In this process, **user tests** were repeatedly used and the results were implemented in **responsive designs** and highly polished **mockups**.

Charged E-Mobility App

- "Charge" gives users the possibility to operate their car remotely as well as to adjust settings or search for charging stations.
- This project combines knowledge of **iOS** and **Material guidelines**.
- I designed two versions with modern mobile **design patterns & trends**.
- During the design process, **physical feedback** as well as **mobile gestures** were considered and the final screens were equipped with **animations** and turned into interactive **prototypes**.

Vaultful Money-Saving App

- "Vaultful" is an easy to handle application to reach midterm saving goals.
- For this project, I received a brief that I used to create **brand guidelines** and **user stories** which were turned into **user flows** and a **flow diagram**.
- The resulting **wireframes** were used for **user tests** and the results were utilised to create polished **user interfaces**, **desktop designs** and high-quality **mockups**.