# PORTFOLIO

My favorite part of working within an agile/scrum process is to hypothesize, test hypotheses with users and optimize the solution.

The goal: aiming to achieve results quickly. Working with the knowledge gained – iteratively and incrementally. Focusing on feasibility and economic benefit. Serving the user with passion and empathy above all.

#agilemindset #customercentered #designresearch
#usertesting #userexperience #visualdesign

Please follow these links to get a glimpse of the work environment that has shaped my way of thinking in the past few years:

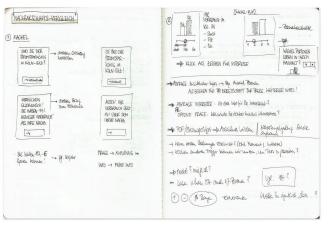
https://www.digitale-leute.de

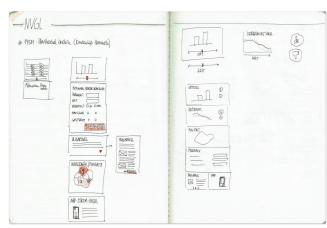
https://www.youtube.com

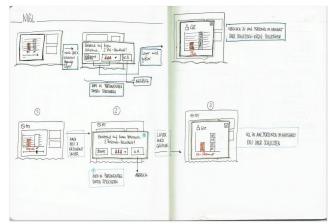
### NIREFRAMES

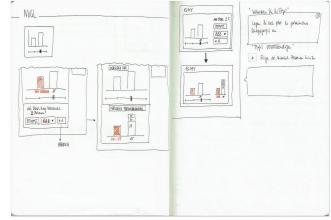
COMPARE OWN ENERGY USAGE WITH NEIGHBOURHOOD - FROM IDEAS TO DESIGN Yello Strom GmbH. Köln

We hardly ever made any proper wireframes. We continuously improved an existing website. Design elements were already in place. Flow and interaction PO, UX and Devs discussed during refinement-meetings. UX and Dev would then work hand in hand to find appropriate ways to achieve the desired outcomes.



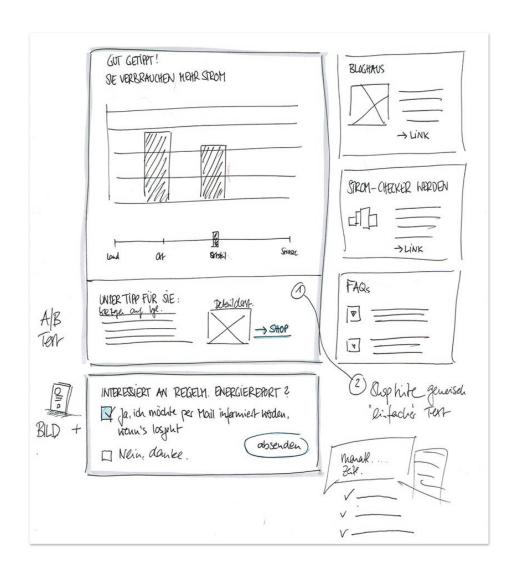


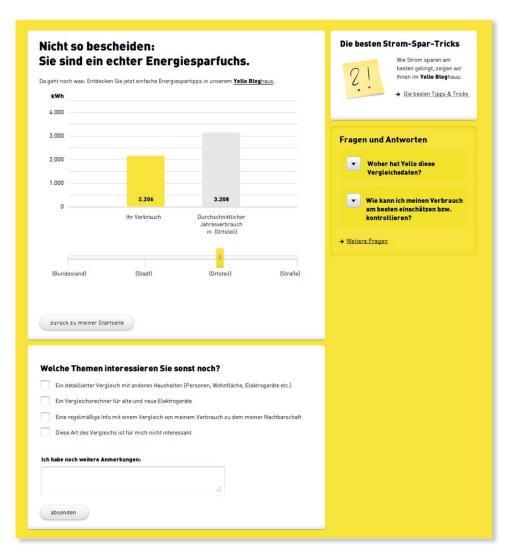




### COMPARE OWN ENERGY USAGE WITH NEIGHBOURHOOD - FROM IDEAS TO DESIGN

Yello Strom GmbH, Köln

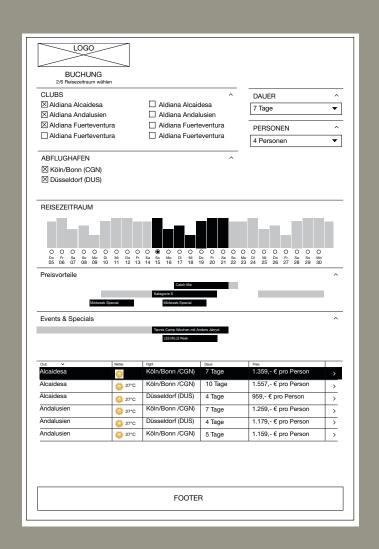


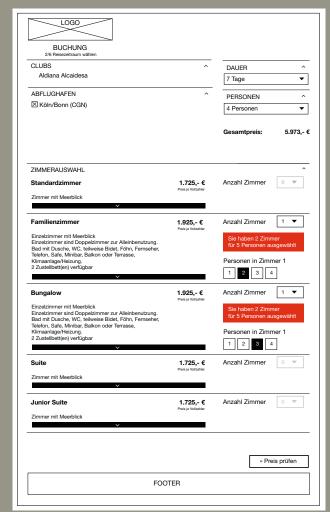


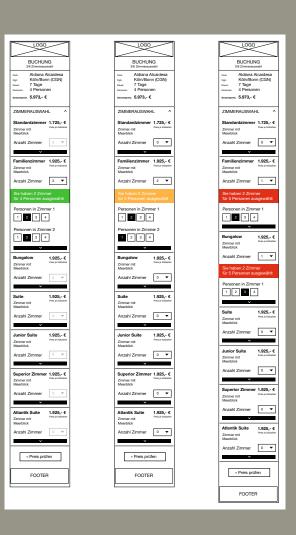
## NIREFRAMES

### HOTEL WEBSITE & BOOKING ENGINE - IMPROVING USER FLOW AND INTERACTION

Cologne Systems, Köln





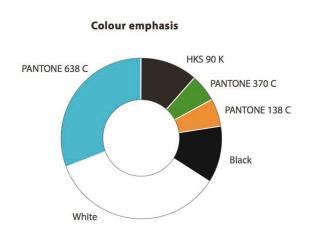


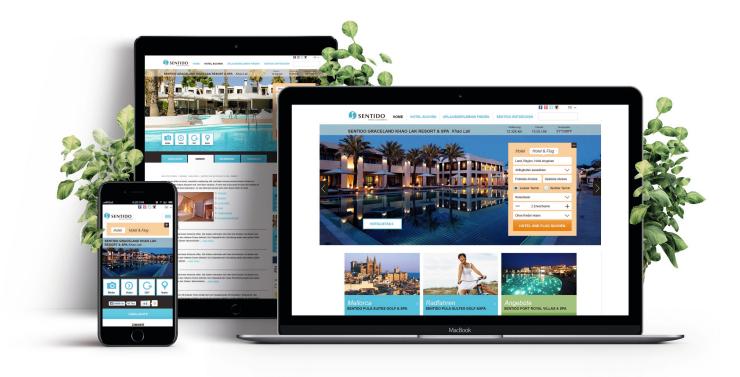
### ISUAL DESIGN

### **HOTEL WEBSITE REDESIGN**

Cologne Systems, Köln

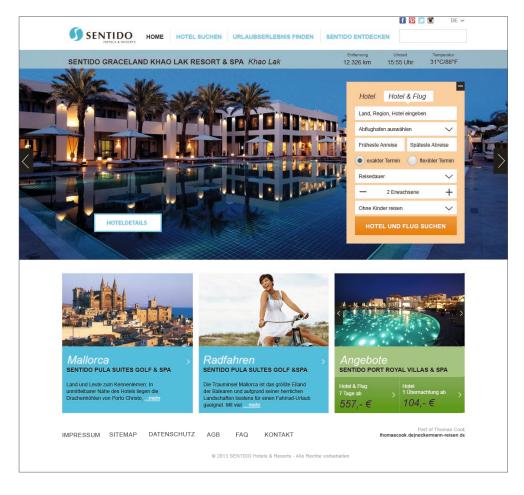
I was hired to translate the current website and new design guidelines into a modern looking visual design.

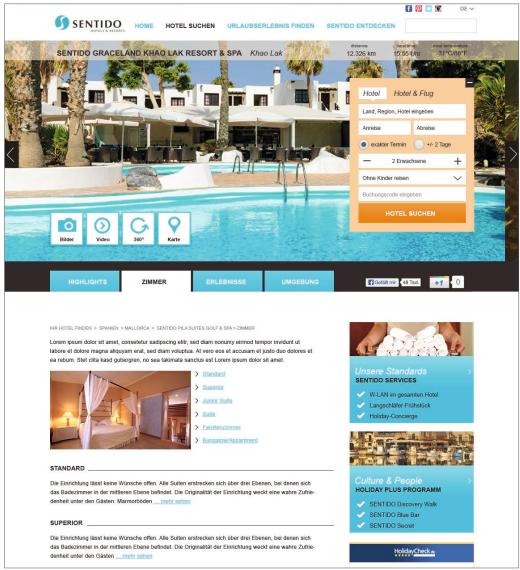




### HOTEL WEBSITE - NEW VISUAL DESIGN

Cologne Systems, Köln





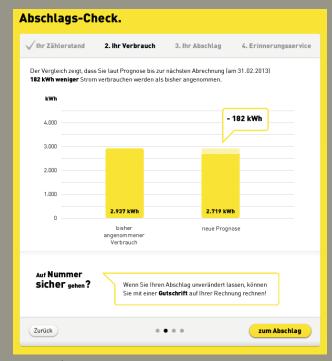
### B TESTING

### COMPARE OWN ENERGY USAGE WITH NEIGHBOURHOOD

Yello Strom GmbH, Köln

Our team improved ,Mein Yello' (a self-service portal) continuously to meet business requirements. We tested ways to encourage customers to pay a slightly higher monthly installment. So they would avoid a subsequent fee at the end of the year.

We changed the way information was displayed to influence our customer's behavior. We A/B-tested the existing service versus a different design on our customer self service platform.

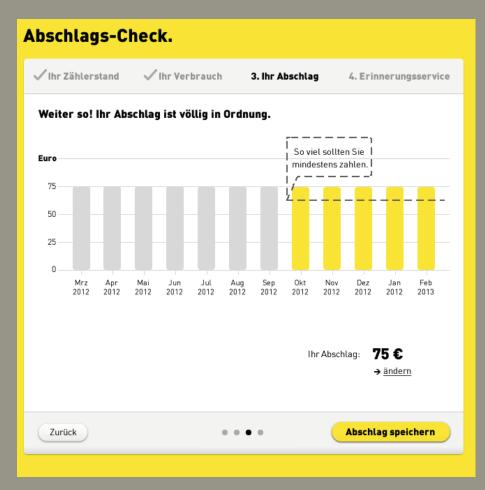


control group



### COMPARE OWN ENERGY USAGE WITH NEIGHBOURHOOD

Yello Strom GmbH, Köln





VERSION 1

hide possibility to change monthly installment

### COMPARE OWN ENERGY USAGE WITH NEIGHBOURHOOD

Yello Strom GmbH, Köln





VERSION 2 - \*winner\* show potential credit with current installment instead of overview

### ISER TESTING

### ONBOARDING TO ENERGY USAGE TRACKER APP

Yello Strom GmbH, Köln

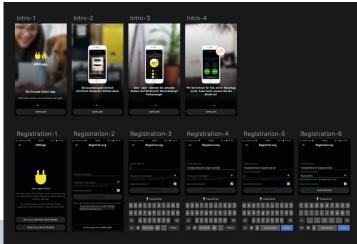
Before the launch of ,kWhapp' (an energy usage tracker app) we conducted several user tests.

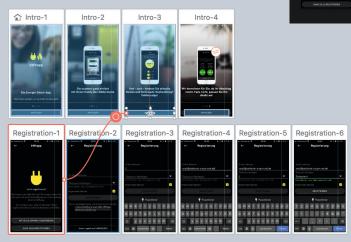
One main issue was ,onboarding' – HOW TO to best explain the reason why and benefits of this app and HOW TO get started.

We designed screens in ,sketch'. We used ,flinto' to create interactive and animated prototypes of our app designs. We invited potential customers into our offices to test animated transitions and flow

Our concept screens changed based on valuable insights gained this way. We kept doing so as we developed the app further.

sketch





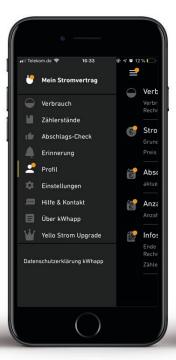
flinto

### ONBOARDING TO ENERGY USAGE TRACKER APP

Yello Strom GmbH, Köln





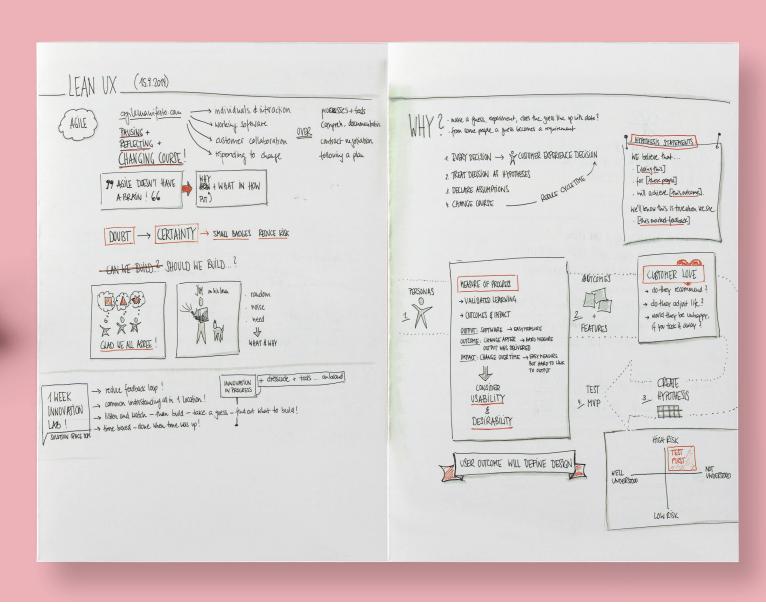




### KETCH NOTES

LEAN UX EVENT Köln





### **LEAN UX EVENT**

Köln

