

Theresa Dominick

Product Designer (UX/UI)

[Portfolio Website](#)

[LinkedIn](#)

[Email](#)

Professional Experience

UX/UI Designer

06/2018 - present *self-employed, multidisciplinary designer*

- Designed and prototyped innovative web-based applications for mobile and desktop
- Conducted extensive research, utilizing a combination of data analyses, user interviews, and surveys to gain deep insights into user problems
- Developed key UX components, i.a. information architecture, user personas, and flows
- Validated UX and UI through iterative processes and in-depth usability testing

Perfect Properties [Link to Project](#)

A responsive web application that provides unseasoned property buyers with information on properties of interest and allows them to make educated decisions on the market.

- Conducted in-depth competitive analysis to identify potential market needs and opportunities
- Developed user personas and mapped out detailed user flows and information architecture
- Designed low-/mid-/high fidelity wireframes culminating in polished high-fidelity prototypes
- Established a cohesive design language including branding, colors, typography, and animations

Olive Health [Link to Project](#)

A responsive web application that allows health-conscious individuals to record their health and medical information, and access general physical and medical well-being features.

- Performed comprehensive competitive analysis, user surveys, and interviews to establish user needs
- Developed detailed user personas, user flows, and journey maps, and information architecture
- Designed low-/mid-/high fidelity wireframes to effectively communicate design concepts
- Employed iterative design testing methodologies, including prototyping and usability testing

Architect

10/2015 - present *i.a. ZJA (Amsterdam), Behnisch Architekten (Stuttgart)*

- Collaborated closely with clients, engineers, and project managers to generate and adapt construction plans, ensuring alignment with project objectives
- Conceptualized and designed diverse building aspects, i.a. facades and accessibility
- Developed intricate and sophisticated architectural detail solutions, demonstrating a high degree of creativity and technical expertise
- Inspected plans produced by external contractors, ensuring adherence to design specs
- Coordinated design decisions to ensure overall consistency and integrity
- Prepared presentation drawings, including 3D animations, effectively communicating design concepts and enabling informed decision-making

Academics & Education

UX Design / UI Design *Professional Certification — CareerFoundry*

Master of Science *Architecture and Urban Planning — University of Stuttgart*

Bachelor of Arts *Architecture — University of Applied Sciences Trier*

About Me

Product designer (UX/UI) with a background in architecture. Experienced in coordinating small and large-scale projects with different clients, stakeholders, and design teams alike. Skilled in optimizing work processes while keeping empathy close at heart to craft solutions that align with business goals and enhance the users' experiences.

Relevant Skills

User Experience Design (UX)
User Interface Design (UI)
Design Thinking
End-to-End Product Design
Competitive Analysis
User Research & Testing
A/B Testing
User Surveys & Interviews
User Personas / Tasks / Flows
Information Architecture
Wireframing / Prototyping (low-high fidelity)
Storyboarding
Graphic & Visual Design
3D Visualization & Mockups

Tools

Figma / Sketch / Adobe XD
Jira
Miro / Lucid
InVision
Optimal Workshop
UsabilityHub
Adobe Creative Suite (Ps, Ai, Id, Ae, Pr)
Cinema4D / V-Ray