

Curriculum Vitae

SVEN SZOTA / SENIOR UX/INTERACTION DESIGNER

EXPERIENCE

CONTACT Software GmbH / Senior UX/Interaction Designer

03/2017 - TODAY

Created, documented and maintained reusable components and design patterns for our design system. Supported the product team in creating concepts for project management solutions in the PLM context. Built awareness for user-centered design and increased the UX maturity of the company by doing internal activities like usability test dinners.

Propertymind (RBS+PWW GmbH) / User Experience Designer

07/2015 - 02/2017

Defined a product vision for digitising property management by doing interviews with managers, landlords and tenants. Did market research, iterated value propositions and supported in defining a business model. Designed the experience of Propertymind and validated it in remote usability tests.

Kimeta GmbH / User Experience Design (Working Student)

03/2015 - 06/2015

Developed interface concepts for searching new jobs nearby and developed the front end for Kimeta's product offerings.

Sensory-Minds GmbH / Concept & Interface Design (Intern)

09/2014 - 02/2015

Worked on diverse client projects including an interactive exhibition for Merck's new HQ and a concept for bringing the HD+ experience to the Apple Watch.

Deutsche Telekom AG / Product Design (Working Student)

10/2013 - 09/2014

Supported in redesigning the ordering process for HotSpot passes. This included the creation of prototypes in Axure RP and the preparation for usability tests.

deVision coding GmbH / Interface Design (Working Student)

07/2012 - 09/2013

Designed interfaces for various iOS apps commissioned by customers.

SKILLS

Interface & Interaction Design

- Figma, Adobe XD, Sketch
- Framer, Axure RP
- Adobe Creative Suite

Front End Development & Prototyping

- HTML, CSS & JavaScript
- Basic knowledge in React and SwiftUI
- Versioning with git or svn

Research & Testing

- User interviews
- Contextual inquiries
- (Remote) usability tests

Languages

- German (first language)
- English (proficient)

EDUCATION

U.o.A.S Darmstadt / B.A. Digital Media

09/2012 - 02/2016

Final grade: 1.2.

My thesis dealt with the question of how mixed reality games can be extended using connected objects.

Kopernikusschule Freigericht / Abitur

08/2009 - 06/2012

Final grade: 1.9