

Jonathan Friedrich

UI UX DESIGNER

PRODUCT DESIGNER

WORK EXPERIENCE

2023 - 2025

UI/UX DESIGNER

Minnt GmbH, Unterföhring

2021 - 2023

PRODUCT DESIGNER

anybill, Regensburg

2019 - 2021

WORKING STUDENT HMI'S

Vitesco Technologies,
Regensburg

2010 - 2015

DIGITAL PRINTER

Bluemedien GmbH, Munich

EDUCATION

2017 - 2020

B.SC. MEDICAL COMPUTER SCIENCE

OTH Regensburg

2015 - 2017

FACHHOCHSCHULREIFE 01.7

BOS Technik München

2010 - 2014

PRINT MEDIA TECHNOLOGIST 01.27

BSZ Alois Senefelder München

PORTFOLIO

www.juiux.de

CONTACT

hello@juiux.de

Munich, GER

LANGUAGES

 German, C2

 English, B2

 French, A1  Norwegian, A1

SKILLS

UX: Wireframing, User Journey Mapping, Usability Testing, Information Architecture, Interaction Design (IxD), Personas.

UI: Design Systems, Component Libraries, Visual Design, Style Guides, Atomic Design, Responsive Design.

Process/Soft: Agile/Scrum, Design Thinking, Collaboration, Communication, Problem-Solving.

Tools/Other: Figma, Webflow, Accessibility (WCAG).

UI UX DESIGNER

PRODUCT DESIGNER

Hello, I'm Jonny

I believe that exceptional UI/UX design begins with a deep understanding of the user and ends with a pixel-perfect, functional product. My approach blends a printer's eye for detail – honed through years of experience in digital printing – with a user-centered design philosophy. I'm a firm believer in iterative design, starting with thorough user research (interviews, surveys, and competitive analysis) to uncover genuine needs. From there, I move to rapid prototyping and testing, using tools like Figma to create and refine interactive experiences. Accessibility and inclusivity are always at the forefront of my design decisions, ensuring that the final product is usable and enjoyable for everyone. I embrace a 'fail fast, learn faster' mentality, constantly iterating based on feedback and data.

WORK EXPERIENCE

UI UX DESIGNER

Minnt GmbH, Unterföhring

- Established and scaled 4 comprehensive design systems across product teams.
- Designed and shipped over 40 features for mobile and web products, focusing user engagement and task efficiency while satisfying the client needs.
- Optimized Figma file structures, reducing common design task time by 60%.
- Led and mentored a design team of 2 members fostering collaboration and efficiency.

PRODUCT DESIGNER

anybill (techreach GmbH), Regensburg

- Initiated and developed the company's first design system from the ground up.
- Designed key user flows and interfaces for receipt management, customer onboarding and corporate identity on mobile and web platforms.
- Conducted qualitative and quantitative user research, conducting interviews and usability testing to identify pain points and validate design decisions.
- Created and implemented a style guide to ensure brand consistency across all digital touch points.

WORKING STUDENT AND INTERIM INTERN

Vitesco Technologies, Regensburg

- Designed and programmed HMIs for automotive prototypes, focusing on intuitive interaction.
- Developed HMI components using Python, JavaScript, and CSS.
- Conducted usability testing and gathered user feedback on HMI prototypes.

MEDIA TECHNOLOGIST FOR DIGITAL PRINTING

Bluemedias GmbH, Munich

- Consulted with clients on print design specifications and file preparation.
- Designed various print materials using Adobe InDesign and Photoshop.
- Managed and monitored digital printing processes, ensuring quality control.