



ISABELLE MALMENDIER


I'm a UX/UI Designer with a background in Integrated Design and Visual Design. As it is in my nature to explore the world and always learn, I was naturally drawn to UX as we build products based on research to understand why it is important to make, and why users need it.

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 NRW, Germany

 [Click here for my portfolio](#)

WORK EXPERIENCE

Visual Designer

Full-time (remote)

*Die.Kim GmbH/ Lookfamed
Beteiligungsgesellschaft mbH*

October 2021 – December 2022
(1 year, 2 months)

- Creation of various print products and accompany the entire creation process from idea to production in close cooperation with content creators (Achievements during the largest project: 7500 copies of the calendar “*Mein LehrerInnenleben*” were available for sale online and in book stores, the digital version was sold over 450 times)
- UI Design of various new web features for our diverse brands

Graphic Designer

self-employment (part-time)

September 2020 – December 2021
(1 year, 4 months)

- Creation of logos for several clients
- Production of a pocket calendar in loving handwork and building a creative collective

Graphic Designer

Working student

International Office TH Köln

February 2018 – December 2018
(11 months)

- Creation of various print products and presentations

PROJECTS

The Newsroom

[link to case-study](#)

UX/UI Designer

2 week sprint in March 2023 (remote)

- Re-design of the Newsroom App including UX Design & UI Design
- Implementation of a new feature: Explore page
- Created with Figma

RELEVANT SKILLS

UI Design, User Research, Design Thinking, Information Architecture, User Experience Design, Figma, Adobe Creative Suite, Agile Framework
Basic understanding of HTML, CSS, Javascript

SOFT SKILLS

Problem-solving, Teamwork, Communication, Adaptability, Willingness to learn

LANGUAGES

German (Native), English (Fluent), French (Basic)

EDUCATION

UX/UI Bootcamp

Ironhack (remote)

January 2023 – March 2023

- User-Centered Design, UX Research, Information Architecture, Wireframing, Prototyping, Atomic Design, Visual Design, User-Interaction Design, Usability Evaluation, Site Re-design
- Design Thinking Methodology, Agile Framework

INTEGRATED DESIGN (B.A.)

Köln International School of Design, TH Köln

September 2016 – July 2021

- Explored and created diverse and complex designs in a profound and systematic manner
- Completed integrative, interdisciplinary, and international projects

VISUAL COMMUNICATION & GRAPHIC DESIGN

Saint-Luc Liège (Belgium)

September 2014 – July 2016

- Created transversal links between human sciences, history, and current events in the arts
- Developed projects utilizing cutting-edge and innovative techniques and technologies