

Sebastian Rauer

Interaction Designer

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Skills

Interface and Interaction Design, Prototyping (HTML/CSS/JS, InVision, Principle), Wireframing and UI (Sketch, Figma), Co-Creation Stakeholder Workshops, Design Thinking Methods, Project Management.

Experience

D-LABS / Senior Digital Experience Designer

JUNE 2018 - PRESENT, POTSDAM/BERLIN

For a variety of projects I did user research, storyboards, use cases, ideation, prototyping, wireframes, UI design and development support. In addition to that I also held talks at meetups and organised and held hands-on workshops with a variety of topics.

Blogfoster / Product Design

JUNE 2017 - AUGUST 2018, BERLIN

As the product design lead I was mainly responsible for implementing new features into live production system. In close collaboration with the engineers I managed the design process from feature estimation to prototyping, design and eventually developing components for the engineers to work with.

Ideation and Prototyping Lab Technology Foundation Berlin / IoT

UX Design & Research Associate

APR 2016 - APR 2017, BERLIN

Within the Ideation & Prototyping Lab I created a number of hard- and software IoT prototypes for field testing and user research. The gained insights were communicated on certain conferences like re:publica and MyData. This research driven design position created a deeper understanding of the importance of not only creating a digital product for the user but also creating with the user together.

Omicron electronics / UX / UI Design, undergraduate assistance

JUL 2014 - MAY 2016, BERLIN

Responsible for the interface and the microinteractions for a professional enterprise software, used by highly trained engineers to measuring partial discharges on an industrial level. My role includes building UI concepts and prototypes from scratch, designing, testing and developing in close collaboration with the engineering team and the project managers.

Education

University of Applied Science Potsdam / Bachelor of Arts

Oct 2011 - July 2017, Potsdam

The interfacdesign programme combines the most important aspects of today's digital design industry. With a strong focus on user research we have learned how to ideate, conceptualize, create and develop designs for humans working with computers. [Official Website \(GER\)](#)

Pixelapostel Akademie / Mediengestalter im Fachbereich Mediendesign, Digital- und Printmedien (IHK)

Apr 2004 - Jul 2007, Berlin

With a strong focus on Editorial Design I have learned the very basics in design. Typography, colors, figures, animation, sound, etc...

Awards

CityVis Award Category Student:

<https://uclab.fh-potsdam.de/projects/visualizing-cities/>

Misc

Voluntary Work with the local Soccer Club SVB03 (03TV)

Feb 2016 -

Responsible for orchestrating camera work and live cut during games.

Freelance Photography

Apr 2002 -

Photography has always been an important part in my life. Whenever I find time I stroll around and take pictures. Sometimes I do freelance work for clients.