

# Mariann Alber

UX designer



## ABOUT ME

I'm a UX Designer with a passion for creating user-friendly, accessible digital experiences. I specialize in user research and prototyping to design solutions that simplify and enhance how people interact with digital platforms.

## EDUCATION

### BcS in UX Design

De Haagse Hogeschool

Communication & Multimedia design

## LANGUAGE

- Estonian (C2)
- German (B2)
- English (C1)
- Dutch (A1)

## I AM

- **A fast learner:** I can quickly grasp new concepts and become proficient in any tool or process when needed.
- **Open to feedback:** I'm not attached to my designs and welcome constructive criticism. I'm always ready to improve my work but also confident in standing by my design decisions when necessary.
- **Detail-oriented:** I have a pixel-perfect approach, ensuring everything is precise and well-organized. My Figma files are always neat, with properly named frames and perfect alignment.
- **Empathetic:** Through thorough research, I can put myself in the shoes of the target audience, ensuring my designs truly resonate with their needs.
- **Great at time management:** I'm highly efficient and consistently deliver work on time.
- **Strong problem solver:** I became a UX designer because I love solving problems and coming up with creative solutions that make a difference.
- **Skilled in Figma:** I taught myself how to use Figma after discovering its potential, and I prefer it over other tools like XD.
- **Proficient in HTML/CSS:** I learned coding in just a few weeks while building my own website, and I found a passion for it.

## CONTACT

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## WORK EXPERIENCE

### Merlin | Software for Crisis

Feb 2023 - Present

#### User Experience Designer

- Lead the creation of a design system to improve the UX for Merlin.
- Collaborate with stakeholders to define goals, prioritize tasks, and oversee the development of impactful data initiatives.
- Redesign the interface to make it more user-friendly, using user research and high-fidelity prototypes.
- Currently transitioning into the role of Product Owner for Project C, managing the product backlog and working closely with teams to ensure successful outcomes.

### Tallinn Central Library

Jan 2024 - Jun 2024

#### User Experience Designer

- Led a UX research project to improve the Tallinn Central Library's website and app.
- Made content simpler, increased user satisfaction, and ensured WCAG compliance, leading to greater user engagement and accessibility.

### Nederlandse Spoorwegen

Feb 2023 - Jun 2023

#### Service Designer

- Collaborated on a service design project to enhance bike parking facilities at smaller train stations across the Netherlands.
- Developed an innovative concept that integrates storytelling and natural elements, leading to improved user experience and space efficiency.

### Orbital Eye B.V.

Aug 2022 - Feb 2023

#### User Experience & Interface Design Intern

- Improved the usability of the CoSMIC-EYE app for satellite data analysis by refining the design and creating high-fidelity prototypes.
- Conducted user testing and worked with development teams, leading to increased user satisfaction and adoption.