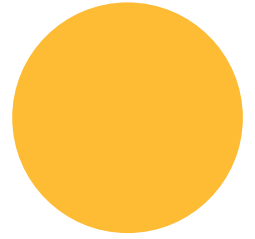


Curriculum Vitae Curriculum Vitae



Mirjam Banzhaf

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Freelance UI/UX Designer (VR)

Tel. 015732625220

General Education:

03/2018	Bachelor of Arts (1,4) Thesis title: "Collaborative Design in VR"
2014 - 2018	Communication Design studies at HTWG Konstanz
06/2012	German Abitur (1,7)



Experience Abroad:

07/2012 - 05/2013	Work and Travel in New Zealand
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Languages:

German (mother tongue) - English (*****) - French (****) - Spanish (**)

Design Work:



- 27.09.2018** **TEDxHamburg** Volunteer
- 09/2018** Collaboration **VRHQ HH “The Gate” VR Experience**
- Interface Design (Concept and Visual Design of Interfaces in app, e.g. head-up display, screens and animations of panels)
- 05.07.2018** **Forward Festival** HH Volunteer
- 31.5. - 01.06.2018** **Mind the Progress Conference** HH Volunteer
- 05/2018 - now** **Freelance UI/UX/VR**
- 23.02.2018** **OneDay_VR** Konstanz Exhibitor (co/be)
- speech “Kollaboration in VR”
- 10/2017 - 03/2018** **Bachelor Thesis** co/be (Collaborative Design in VR) in cooperation with **SinnerSchrader Swipe** HH
- Concept: Initial idea, Information architecture, Wireframes (in Sketch), Prototyping (in Flinto, Principle)
 - Interviews with professional experts
 - Documentation in a book
 - Design: Logo and corporate design, User interface of desktop application and website, 3D Modelling of all models including avatars, rigging of avatars (in Cinema4D), Environment Design in Unity, sound design, working with Oculus VR, explanatory video animation and production
 - Collaboration with computer scientists for extended coding
 - Presentation during Werkschau Konstanz and to SinnerSchrader Swipe with excellent feedback
- 26.07.2017** **OneDay_VR** Konstanz Exhibitor (El Presidente VR experience)
- speech “From mvp (minimum viable product) to mvp (most valuable player)”
 - Concept, 3D Modelling, Rigging, Environment Design in Unity, making assets Unity-ready, working with HTC Vive



- 3D Printing and Laser-cutting of assets
 - Team Management of 8 people, Exhibition Design
 - working with Vuforia tracking codes
- 08. - 11.05.2017** **ADC Festival** Hamburg Volunteer
- 09/2016 - 03/2017** Internship UI Design **SinnerSchrader Swipe** HH
- User interface and User experience design of mobile applications and websites, Master Keynote design, extensive icon set design
- 03/2016 - 07/2016** **VR Project Nautica**
- First VR project with Samsung Gear VR
 - Concept, initial idea
 - 3D Modelling, rigging, animations, 3D sound design, exhibition design, corporate design, environment design in Unity
- 12/2013 - 03/2014** Internship media design agency **DankerMoretti** GP



Software Skills:

InDesign (***)** - **Photoshop (****)** - **Illustrator (****)** - **After Effects (***)**
 - **Premiere (***)** - **Lightroom (***)**

Cinema 4D (**)** - **Unity (****)** - **A-Frame (***)** - **Unreal (*)**

HTML/CSS (*)** - **Processing (**)** - **typo3 (*)**

Sketch (***)** - **Figma (*****)** - **Zeplin (*****)** - **InVision (*****)**
 - **Flinto (***)** - **Principle (***)**

Trello (***)** - **Atlassian JIRA (*****)** - **Confluence (*****)**

Keynote (***)** - **Microsoft Office (****)** - **Glyphs (**)**

(*****) = can handle it perfectly -> (*) = a little knowledge

