

# CAROLINE OLSIENKIEWICZ

UX Designer

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## EDUCATION

### UNIVERSITY OF ST. ANDREWS

ST. ANDREWS, SCOTLAND UK | 2017 - 2018

*MSc Human Computer Interaction (First Class)*

### LUDWIG-MAXIMILIANS-UNIVERSITÄT

MUNICH, GERMANY | 2011 - 2017

*BSc Human Computer Interaction (2,1 - equivalent 2:1)*

## SKILLS

### UX Design

Design Thinking

UX Research

Prototyping

Contextual Design

Storytelling

Wireframing

### Tools

Sketch

Figma

Protopie

Photoshop

InDesign

Illustrator

### Front-end

HTML/CSS, JavaScript/jQuery (basic)

## CERTIFICATIONS & AWARDS

**Career Foundry Course:** UI for UX Designers (including a complete portfolio project from UX case study to prototype)

**IDEO U:** Hello Design Thinking

**Murakamy:** OKR Champion

**St. Andrews University:** Dean's list of excellence (2018)g

## LANGUAGES & INTERESTS

### Languages:

German (native), French (native), English (fluent)

### Interests:

Golfing, Skiing, Boxing, Painting (oil & acrylic), Photography, Piano

## ABOUT ME

Human-Computer Interaction specialist with over 6 years of experience designing and prototyping user-centric interfaces in the automotive industry. Strong expertise in conceptualisation, design thinking, and high-fidelity prototyping.

Proven ability to drive cross-functional collaboration and align innovative interaction concepts with user needs and business goals. Passionate about crafting seamless user experiences not only for the future of mobility.

## EXPERIENCE

2019  
- present

### DAIMLER AG / MERCEDES-BENZ AG | STUTTGART, GERMANY

*UX/UI Engineer in the pre-series development / research department*

- Defined and designed overall and partial concepts during the initial development stages of new car platforms.
- Collaborated closely with cross-functional teams to align design goals with business objectives.
- Developed high-fidelity in-car prototypes using Protopie for testing and concept validation.
- Conducted driving studies in prototype vehicles, including simulator-based evaluations, to inform UX design decisions.
- Managed the development and testing of interaction concepts and prototypes for concept evaluation studies.
- Currently leading the UX/UI design aspects for integrating a cutting-edge technology into future vehicles.
- Facilitating team growth and agile collaboration through retrospectives, workshops, and meetings, fostering a culture of continuous improvement and open communication.

2017

### AUDI AG | INGOLSTADT, GERMANY

*Internship - Development of electronics for display and control concepts*

- Supported early-stage design of interaction concepts for digital interfaces and head-up displays.
- Contributed to concept elaboration by generating and refining original ideas.
- Created prototypical design outlines and graphics using Photoshop and PowerPoint to support project presentations.
- Participated in ideation workshops and organised a test drive day to evaluate real-world UX.
- Presented project results to management, showcasing strong communication and presentation skills.

2011

### EVISCO AG | MUNICH, GERMANY

*Internship*

- Collaborated on web design projects including layout revisions and visual asset creation using Adobe Illustrator and Photoshop.
- Assisted in the seamless transmission of HUK Coburg's annual employee meeting event.
- Designed a layout draft for the front cover of FC Bayern München's football season 2010/2011 DVD.

2015  
- 2018

### Additional Experience

*Community Ambassador* | Ayton House, St. Andrews

*Afternoon Surveillant* | Lycée Jean Renoir, Munich