

Sooo, here is the thing:
I honestly can't really tell you
what I do in detail - NDAs you
know

But I can tell you how I work

This is the bullet point versio, because I know you don't have time 👍

- Witeboards all the way
- You can count on me to facilitate
 Teams and Workshops
- Tend to think more in longterm solutions then doing the obvious thing
- I'm usually more pragmatic then people realise when coming up with concepts
- Like to push boundaries and work on the hard problems



Get to know me



You can count on me to facilitate Teams and Workshops

Value ambition and truely living your job

Sometimes I come across as cold or dominant but that's never personal Love collaboration and workshops

Value first principles and having a solid foundation in the "why"

Love helping people make progress - professionally and on a personal level

Always over prepared -I tend to output a lot in bursts and edit down after

> tend to see collegues as friends and value trust when working with people

MBTI Type



INT.I - Archite

First Principles



1. Question the constraints and requirements

Always question requirements. If there is a very small chance of something happening, it's not always necessary to complicate the process to create redundancies for something that may never happen.

Requirements should come with a name, not a department. This way you can talk to a person directly about why that requirement exists.



2. Delete the part or process step



If your not adding more than 10% of what you deleted, you are not deleting enough



©

3. Simplify and Optimise the part or process step

It's the most common error is to optimize something that shouldn't exist. The reason for this that convergent logic is programmed into us from a young age. Instead of asking "what is the answer to this question?", ask: "should we be answering this question?"

The paradigm should always be "The best part is no part"



4. Accelerate the system / the output

Don't go faster until you've mastered the previous 3 things. If you have requirements that are unnecessary, parts that are over engineered or processes that are unnecessary then speeding them up won't solve the problem.



5. Automate parts of the process

Try to make things work with as little human intervention as possible. Human error can slow you down. There is no need to have someone doing a job that a robot or a piece of code can do. Be weary of automation though, automating something that shouldn't exist in the first place can waste many hours.



Methods

Blind Vote

Democratically make Decisions as a group

Roles & Responsibilities

Understand each other's roles better

User Story Mapping

enable user-centered conversations. collaboration, and feature prioritization

Persona /

scenarios

Try to predict who is using your product and why

\$100

Prioritise what ideas to focus

First Principles Focussing on what is really

needed to solve a problem

Journey Map

Identify areas of improvements in UX

Stakeholder Map

Identify a projects stakeholders

Round Robin Evolve each others ideas

How might we

Transform a problem into a solvable question

G.R.O.W

Goal, Reality, Options, Will

Empathy Map

User says, thinks, does, feels; Jobs, Pains, Gains

Ideation

generate strategies that solve needs and generate a roadmap

Mind Map

Sorting infromation and ideas into a hierachical structure

Teambuilding

Icebreaker

Getting people into the right mindest for collaboration

Value Proposition

Target customer, Statement of need, Product name, Product Description, Statement of Benefit

Service Map

Customer, Front Stage, Back Stage, Ideas

Assumption Collection

Business & Users

Problem

Statement Capture the Goal

Impact Effort Map Do now, later, forget it

Storyboard

Draw your idea to understand how it works

Who, what, when Leave session with a clear plan

Topics

content topics

healthcare

interior design

Fitness

gardening

electricity

B2B Sales

groceries

recruiting

B2C Sales

corporate health management

digital learning

solution topics

UX patterns

buisnness model

navigation

content structure

UX paradigms

content reuse

search & filter

user flows

data structure

SEO strategy

insight tracking

data analysis

automation

touchpoint strategy

product development

user jounrey



Project size



Companies





















Resume



SEP 2016 - SEP 2019

Art Director for TheAppGuys

APR 2015 - OKT 2016

lecturer at ecosign for Design, UX and Photography

OKT 2014 - AUG 2016

Freelancer
Design, UX and Photography

OKT 2014

Diploma ecosign / Academy for design

JUL 2010

high-school diploma "Stiftisches Gymnasium Düren"



* MAR 1991 , "Düren" Germany

Degrees and Certificates



DiplomaDesign & Photogaphy at ecosign



Product Owner
Certificate
at scrum.org

Logistical Info



