NOAH ORTNER

UX/UI Designer

Summary

I am an UX/UI Designer with over 3 years of professional experience in crafting intuitive, visually appealing digital experiences. My approach blends user-centered design principles with creative problem-solving to build seamless interfaces that align with both business goals and user needs. I specialize in creating digital products that are not only functional but also engaging and easy to use. I have a strong background in prototyping, user research, and collaborating with cross-functional teams to deliver high-quality solutions. My expertise with tools like Figma, along with a keen eye for detail, allows me to create designs that are both pixel-perfect and aligned with the brand's overall vision. I am passionate about innovating and driving impact through design, ensuring that each project I work on contributes to an outstanding user experience.

Professional Skills

- UI Design
- Design Systems
- Accessibility
- Responsive Design
- Design Thinking
- UX Research
- User Centered Design
- User Journeys
- Wireframing
- Prototyping
- Problem Solving
- Motion Design

Technical Skills

- Figma Expert
- HTML, CSS
- Adobe CC (Illustrator, Photoshop, InDesign, After Effects)
- Notion
- Webflow
- Trello
- Miro
- Blender

Professional Experience

10.2024 – Jetzt

Freelance Polydesigner 3D
Aroma | Zurich

- Developed creative spatial installations to enhance customer experiences and brand presence.
- Designed engaging brand experiences.

03.2023 – 12.2023

Social Media Content Manager/Content Creator
MEDVADIS AG | Limmattal

- Conceptualized Instagram content to boost brand engagement.
- Increased follower count by 120% through creative, audience-focused content.
- Improved conversion rates with targeted campaigns that drove user interaction.
- Expanded campaign reach with ads and efficient use of Meta's Content Management System.
- Strengthened brand recognition.

09.2022 – 02.2023

Internship as UI/UX Designer
Wunderman Thompson AG | Zurich

- Created, managed, and maintained design systems.
- Enhanced the usability of digital products.
- Authored detailed UX/UI specifications.
- Improved website conversion rates (Nordic Spirit).
- Reduced bounce rates (Nordic Spirit).

07.2021 – 07.2022

Internship as UI Designer
Zeix AG | Zurich

- Optimized information architecture based on user research.
- Developed low- and high-fidelity wireframes.
- Created interactive prototypes.
- Ensured brand and style guidelines were adhered to.
- Integrated user feedback into the design process.

10.2020 – 12.2020

Polydesigner 3D, Visual Merchandising
Manor AG | Pfäffikon SZ

03.2020 – 05.2020

Hospital Assistant
Mandatory Military Service

12.2017 – 12.2019

Polydesigner 3D, Visual Merchandising
Manor AG | Pfäffikon SZ

Education

02.2021 - 02.2024

Higher Technical School in Communication Design
Specialization in Interaction Design
Schule für Gestaltung | Zurich

07.2012 – 06.2016

Polydesigner 3D Apprentice
Pfister AG | Zurich

Languages

German: Native

English: C1

Zurich   •   LinkedIn