Lukas Sautter

UX & Digital Product Designer

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Relevant Work Experience
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TEAM23 GmbH, Augsburg
Excellence Lead UX & Strategy

May 2022 — now

Co-leading the UX & Strategy unit where I am responsible in always challenging our approaches of UX projects, aquire new clients and talents, plan ressources, report to our management board and empower employees.

Lead UX Designer & Key Accounter BMW

September 2021 — now

As Lead Designer and Key Accounter for our client BMW. I was **mainly responsible** that TEAM23 became a **listed UX supplier of BMW**. During the Pitch phase we have **outdone big players** such as **Accenture**, **Designit** & **UID**.

Specialist for Interdisciplinary Digital Web Solutions

May 2019 — September 2021

As User Experience and Interface Designer my core job was to develop and manage user centered products (strategy, UX, design), digital tools and systems of known brands such as **Sparkasse**, **BMW**, **KUKA**, **Fraunhofer**, **Washtec**, **PATRIZIA** and many more.

TEAM23 GmbH, Augsburg
Working Student UX / UI

November 2016 — May 2019

I started working as an UX/UI Designer at TEAM23 during my studies. Working and communicating with differing clients from all industries helped me to get a deeper insight in how to shape digital products and successfull business models.

Heartshaped.de
UI Design & Frontend Development

April 2016 — May 2019

Working as a freelancer for smaller businesses was a valuable experience. Being my own boss, with all of it`s responsibilities that came with it, helped me to understand a lot about administrative processes and raised my skillset in accounting clients.

University of Applied Sciences Augsburg
Student Employee

October 2016 — February 2017
October 2014

As a tutor for the course Multimedia Programming I teached young students the basics of web programming with JavaScript. I not only raised my coaching skillset but also learned a lot about being a mentor.
As a lecturer for design principles I gained my first teaching experience which set my desire to become a speaker later on.

d-werk GmbH
Internship Communication Design

March 2013 — August 2013

After finishing school I always wanted to do an internship in design which already was one of my biggest interests. During this time I strengthened my intend to study in this field and learned a lot by creating different campaigns and brandings for various clients.

Skills & Tools
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`UX/UI DESIGN` `PROTOTYPING` `UX & MARKET RESEARCH` `DIGITAL BUSINESS MODELS` `UX CONSULTING`

`DESIGN & INNOVATION THINKING` `AGILE FRAMEWORKS (SCRUM, KANBAN)` `WORKSHOP MODERATION`

`DIGITAL PRODUCT DESIGN` `KEY ACCOUNTING` `INTERACTION DESIGN` `UX TESTING` `SCALABLE DESIGN SYSTEMS`

`GOOGLE DESIGN SPRINT` `FIGMA, SKETCH, PROTOPIE` `ADOBE CC` `JIRA & CONFLUENCE` `MICROSOFT 365`

`HTML / CSS / JAVASCRIPT` `WEBFLOW (LOW CODE)` `FRONTEND FRAMEWORKS (E.G. VUE.JS)` `GIT`

Education

Master of Arts in Interactive Media Systems (grade: 1.1)
University of Applied Sciences Augsburg, October 2017 — March 2019

Courses: Web-Systems, User Experience, Agile Project Management, Web-Technologies, Design Thinking, E-Government, Business Founding and Management, Business Negotiation in English

Study Abroad in Istanbul
Visual Communication Design

Bilgi Universitesi Istanbul, August 2015 — February 2016

Courses: Interaction Engineering, Urban Graphics, Branding Design, Typography

Bachelor of Arts in Interactive Media (grade: 1.5)
University of Applied Sciences Augsburg, October 2013 — March 2018

Courses: Multimedia Programming, Visual Concepts, Software Development, Cumputer Systems & Algorithms, Database Systems, Network Technologies, Service Design, 3D & Motion Design, Media Rights

Abitur 2012 (grade 2.2)
Technisches Gymnasium Ravensburg, Itensified course: Computer Science

Certificates & Awards

CPUX-F | Certified Professional for Usability and User Experience (2023)
One of the most recognized certificate in the field of User Experience Design.
uxqb.org

Young Leadership Training - Go Your Own Way, Munich (2022)

As my responsibilities grew when I became business unit co-lead, I tried to find my own leadership style. In this training I learned to be a responsible team leader and empower young talents to their better selfs.
go-your-own-way.org

Certified LEGO® SERIOUS PLAY® Facilitator (2020)
Trained and certified workshop Facilitator for the innovative workshop method LSP®

Most Value Innovation | Digitales Zentrum Bayern (2019)
Awarded from the DZ.B at the „Mobility Tomorrow" hackathon at the University of Applied Sciences.

Growth.Design | Product Psychology Masterclass Certificate (2022)

Understand User Behaviors, Find Gaps & Improve Any Experience, Create Delightful Journeys, Communicate Product Decisions & Create Ethical & Humane Products.

Business English - C-Level (2021)

30-week English course with a teacher from Inlingua (www.inlingua.de).

Speaker & Lectures

Build Better Products ^{Keynote Talk}

held at Rocketeer Festival 2022, SparksCon 2022, StartHub Uni Augsburg, Hochschule Augsburg

Stakeholder alignment is the key for creating successfull products. The product field framework helps streamlining users, business owners and developers to fullfill their needs. I shared my knowledge on this this topic on several conferences and in lectures.

e.g. www.rocketeer-festival.de/speaker/lukas-sauter

Efficient Hybrid Workshop Conditions & Methods ^{Talk}

held at TEA Transfer Congress 2021, IT Tage 2022

We have all learned to manage ourselves and to collaborate with colleagues virtually. Studies show that virtual collaboration and virtual learning will continue to increase. However, as more people will be on-site again, we face the challenge of efficiently designing new hybrid meeting formats.

e.g. www.tea-transfer.de

Light vs. Dark – Same Methods different Feelings ^{Talk}

Web&Wine Augsburg 2021, Funkenfeuer 2022

A talk about dark patterns in UI & UX. How to consciously influence perception and the user journey with psychological tricks. And how to use them for good instead of evil. A request for more UX ethics.

e.g. funkenfeuer.team23.de/

Lecturer at the Hochschule Augsburg

University of Applied Sciences Augsburg

I held several lectures at the University of applied Sciences Augsburg, the uni where I graduated myself in 2019. I gave my lectures in the subjects of **Low Code**, **Multimedia** and **User Experience**.

www.hs-augsburg.de

Attended Conferences

During the last years I attended a various number of conferences to keep pushing my knowledge and stay up to date in the ever changing field of digital product design:

WebSummit (Lissabon), **Bits&Pretzels**, **PUSH Conference**, **Rocketeer**, **IAA Mobilty**, **UX Days**, **JS Congress**, **BeyondTellerrand**, **SparksCon**, **TEA Congress**, **Web&Wine** and many more.

Interests

SPORT (SOCCER, VOLLEYBALL, MARATHON, ALPINE SKIING)   MODERN ART EXHIBITIONS   AUTOMOTIVE HMI

SOCIAL ACTIVITIES   TRAVELLING   DIFFERENT CULTURES   DIGITAL INNOVATIONS   COOKING

All kinds of **sport** (active in Volleyball, 11 years of club soccer, skiing, running etc.), preferably outside to reload my energy, **sourrounding myself with friends** and have good conversations about life (mostly soccer), cooking, arts, technology. I love to go to modern Design exhibitions and concerts. My love for travelling and experiencing new cultures has also been a huge passion in the past, having had the privilege to travel to south america or south east asia.

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Cover Letter
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Dear Sir or Madam,

I am applying for the position as **UI/UX Designer** at Mercedes Benz. I am confident that I have the skills and experience that you are looking for, and I believe that I would be a valuable asset to your team. I have a Master Degree of Interactive Media Systems and more than five years of experience as a digital product designer. I am convinced that my skills and experience will make me the perfect candidate for this role.

In my current role at TEAM23, I am responsible for creating and managing a wide range of products, from digital media systems to mobile applications and I am confident in my ability to design products that are both aesthetically pleasing and functionally sound. Creating prototypes and streamline stakeholders for my teams concepts is self-explanatory. I am the Lead Designer for our client **BMW** and worked with other well known brands such as **Sparkasse**, **KUKA**, and **Fraunhofer** to name just a few.
I have experience with a variety of responsibilities as I am also co-leading the UX & Strategy team, empowering young talents to constantly grow in their abilities.

Most importantly, I am passionate about designing human machine interfaces and in-car experiences that disruptly change how people see their everyday conpanion. Our cars can become way more than just the choice of mobility. I`m convinced they will soon not only take us from A to B, but also provide a distinctive immersive experience, offering space for work, entertainment and relaxation. And I firmly believe that good design should be accessible to everyone.
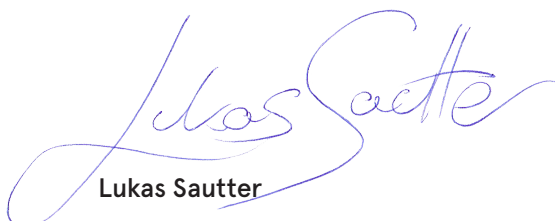It would be a dream come true to join my favourite car brand **Mercedes Benz** and continue working on innovative products that make a difference in people's lives.

Just like designer and entrepreneur Micha Commeren once said:

» The function of design is letting design function. «

Thank you for your time and consideration. I look forward to hearing from you soon.

Kind regards,

Lukas Sautter