

# Anna-Tabea Manske

## UX Designer

With expertise in user-centered and ability-based design.  
My focus is on developing UX flows based on user needs to create products that deliver effective solutions.



## Professional experience

### Product Designer - Working student

Holi | 07/2024 - 11/2024 | 20h/Week

- Usability tests: planning, implementation and evaluation (N=12)
- Development of interview questions and questionnaires with Tally
- Creation of UX/UI designs and flows in Figma
- Optimisation of the component library, design of new components in Figma
- Support in UX/UI design questions with other departments
- Work in an agile project and maintain close collaboration with the development team

### IT-Management & UX Designer - Working student

Netlight | 01/2024 - 06/2024 | 12h/Week

- Creation and evaluation of a survey in Microsoft Forms (N=31)
- Development of a design flow in Figma
- Conducting workshops with Miro (team building, feedback)
- Task management in Jira and Confluence
- Coordination and communication with holi and developers
- Support with UX/UI design questions

### UX Designer & Researcher - Internship

EUROIMMUN | 10/2023 - 12/2023 | 36h/Week

- Integration of UX into ongoing development processes
- Integration of Figma and UI processes
- Introduction of a design system to the department
- Conducting interviews, workshops, and research
- Working in an agile project and in close collaboration with other departments

### Student & research assistant

University of Lübeck | 04/2020 - 12/2023 | 10h/Week

- Conducting workshops in design thinking, web development, design & animation, vector tools and prototyping
- Planning and coordination of various events such as the tech.festival and Girls' Day

## Details

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 Lübeck, Germany

## Education

University of Lübeck

M.Sc. Media informatics

10/2022- 12/2024

University of Lübeck

B.Sc. Media informatics

10/2018 - 11/2022

## Tools

Figma · Affinity Designer ·  
Miro · Condens · Confluence ·  
Jira · Quant UX · LimeSurvey ·  
After Effects · Premiere ·  
Microsoft

## Skills

HTML · CSS · Tailwind CSS · Git  
· Vue.js · Astro · JavaScript

## Languages

German

English

## Other works and projects

Development of an interactive tool for asynchronous collaboration between users and performers in target group analysis

Master Thesis | 04/2024 - 11/2024 | Grade: 1.0

In this study, a tool for asynchronous collaboration in target group analysis was developed using the ability-based design approach. The iteratively designed tool encourages user engagement and facilitates data collection for target group analysis.

Challenges of cognitive impairment in the public sector - inclusive design in practice

E-Governemnt & Digital Governemnt | 2020 & 2023 | Grade: 1.0

The paper explains the importance of inclusive design for the public sector using the example of people with dyslexia. To this end, the challenges of cognitive impairments were described and website analysis were used to show how accessible design can improve the user experience. Finally, recommendations were given for public administration to make digital services more inclusive.

Snipe-IT Companion: Development of a reservation tool for assets

Bachelor Thesis | 04/2022 - 11/2022 | Grade: 1.0

The aim of this project was to develop a system for more efficient reservation and lending of assets. Based on the SnipeIT asset management software, requirements were analyzed according to the human-centered design process, and a prototype was developed and evaluated (N=11).

Project management, project planning & cost-benefit analyses

Usability- und UX-Engineering | 03/2022 | Grade: 1.0

The term paper deals with the optimisation of a website. A detailed project plan, methods such as contextual design and scenario-based design as well as cost-benefit analyses were used to improve usability. Finally, a model for evaluating and improving usability practice in companies is presented.

Winner of the EMI Award 2019: "Cross Reality: Beyond the Surface"

Introduction to media informatics | 10/2018 - 02/2019

We developed a T-shirt with a special marker that uses AR technology to display logos, drawings or animations. The aim was to combine fashion with future technologies in which AR glasses could become part of everyday life. This idea won us first place for the best project in 2019.