

Curriculum Vitae of Wolfram Nagel (UX & UI Designer)

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about

Wolfram Nagel is a UX Designer, UI Architect, and Concept Developer. As Senior User Experience Designer at TeamViewer he is responsible for research, conception and design in close collaboration with product owners, product managers, front-end and back-end developers.



Previously he worked as Head of UX for SETU GmbH (a German software engineering company) with main responsibility in the areas of multiscreen, user experience, content design, and UI architecture and supervised internal and external web and software projects.

Wolfram is author of the books „Multiscreen Experience Design“ (German, 2013) and „Multiscreen UX Design“ (English, 2015). He studied Information Design (diploma) and Design Management (Master of Arts) at the Hochschule für Gestaltung Schwäbisch Gmünd, Germany (University of Applied Sciences). Since 2011, he has lectured and hosted several talks and workshops about about the topics multiscreen, UX and the future of content (management) at various conferences and at and for universities, academies and agencies. He is a Co-Initiator of the Design Method Finder, a web based collection of design methods.

skills and interests

multiscreen experience design, design conception and strategy, UI architecture, content design, user experience design, design thinking, service design, user research, user-centered design, innovation, information architecture, user interface design, screendesign, corporate design, social media, know-how in the fields of print and desktop publishing, organising ability, perfectionism, empathy, imagination and creative visions

work experience

since 02/2002

Multiscreen Evangelist, Author, User Experience Designer and Concept Developer

freelancer | www.wolframnagel.com

UX design, conception und consulting, corporate design, corporate communication

since 02/2017

Senior User Experience Designer

TeamViewer GmbH | www.teamviewer.com

user experience design, user interface design, product design, user research, UI architecture, visual design, conceptual design, content design, usability, information design

09/2011 - 01/2017

Head of User Experience (Design)

SETU GmbH, formerly digiparden | www.setusoft.de

user experience design, UI architecture, conceptual design, usability, research, design strategy, visual design, content design, information architecture, information design, corporate communication

04/2006 - 03/2010

User Experience Designer

digiparden GmbH

screendesign, user interface design, design conception, usability, corporate design

03/2004 - 08/2004

internship

Projekttriangle Informationsgestaltung | www.projekttriangle.com

information design, communication design, screendesign, corporate design, editorial design

09/1999 - 02/2002

trainee digital media designer („Mediengestalter für Digital- und Printmedien“, new media and print)

edernet GmbH

academic studies

04/2010 - 07/2011

Communication Planning and Design, degree: Master of Arts, M.A.

postgraduate studies

Hochschule für Gestaltung Schwäbisch Gmünd - University of Applied Sciences

communication sciences, design management, design thinking, user research, design conception, interaction design, multiscreen experience

project website and blog: <http://www.multiscreen-experience.com>

02/2002 - 02/2006

communicatin design, degree: Dipl.-Designer (FH)

Hochschule für Gestaltung Schwäbisch Gmünd - University of Applied Sciences

information design, corporate design, screendesign, interfacedesign

occupational qualification

- trained digital media designer (Mediengestalter für Digital- und Printmedien, 2002)
- studies of communication design (degree: Dipl.-Designer (FH), 2006)
- seminar for business start-ups, University of Hohenheim (2008)
- seminar for management qualification (2011)
- postgraduate studies communication planning and design (degree: Master of Arts, 2011)

awards

- finalist „Zukunftspreis Kommunikation“ and special award by AVM, 2012
- ADC Junior Award for a web-based design methods finder „Design Methoden Finder“, 2011
- 3rd place „Geistesblitze 2009“ (start-up competition), Kreissparkasse Esslingen, 2009
- 1st place, ideas competition „Test Your Ideas“ (SEH, University of Hohenheim), 2008

publications

- „Multiscreen Experience Design“ (2013), ISBN: 978-3-9815872-0-3
 - „Multiscreen UX Design“ (2015), ISBN: 978-0128027295
- more here: <http://www.msxbook.com/en>

talks (excerpt)

- „Multiscreen Experience“ at IxDA in Berlin, Jan 2012
 - „Multiscreen Experience Design“ at IA Konferenz (German IA Summit) in Essen, Mai 2012
 - „Multiscreen Experience Design“ at Usability Professionals 2012 in Konstanz, Sept 2012
 - „Next Generation Information Experience“ at Usability Professionals 2014 in Munich, Sept 2014
 - „Next Generation Information Experience“ at World Usability Day 2014 in Stuttgart, Nov 2014
 - „Content Design und UI Architecture“ at Usability Professionals 2015 in Stuttgart, Sept 2015
 - „Content und UI Mapping“ at Usability Professionals 2015 in Aachen, Sept 2016
- more here: <http://www.slideshare.net/wolframnagel> or <http://medium.com/@wolframnagel>

contact

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