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 the Head of UX at SETU GmbH he is responsible for conception and design and supervises internal and external web and software projects in close interaction with front end and back end developers.

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 09/2011
Head of User Experience (Design)
SETU GmbH, formerly digiparden | www.setusoft.de
user experience design, UI architecture, conceptual design, digital strategy, interface design,
visual design, information architecture, content design, usability, research, 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

09/2000 - 02/2002
trainee digital media designer („Mediengestalter für Digital- und Printmedien", new media)
edernet GmbH

09/1999 - 09/2000
trainee digital media designer („Mediengestalter für Digital- und Printmedien", pre-press)
eder GmbH | www.eder.de

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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