LARS UEBAGS

ILLUSTRATION - ANIMATION - UI/UX

EDUCATION

2010 - 2016

B.A. COMMUNICATIONS DESIGN
Hochschule Düsseldorf

2005 - 2007

STUDIES IN 2D ANIMATION
Academia de Animação, São Paulo

1998 - 2000

SPECIALIZED A-LEVELS
Albrecht Dürer FOS Gestaltung

ABOUT ME

As a designer, I focus on interactive systems, illustration and animation. I gained valuable professional experience in design processes and the field of UI/UX Design, from concept to realization. I have experience working in advertisement, e-commerce, engineering as well as the cultural sector.

SKILLS

- Sketch
- Adobe CC
- Abstract/Zeplin
- HTML/CSS/Apache Cordova
- Git

WORK EXPERIENCE

12/2018 - Present

BEHRINGER, MUSIC TRIBE BRANDS
UI/UX Designer
UI/UX Design for touch screen based hardware and apps of new generation audio products. Managing and improving complex design systems. User research and usability testing

08/2017 - 07/2018

AVENTAURUS CONSULTING GMBH
UX Designer & Trainer
User research, ideation and prototyping, using the user centered design process for digital product design.
Hosting workshops on usability, user experience and prototyping software.

09/2014 - 09/2017

ROTOPOL
UI/UX Design & Workshops
UI/UX Design for website and webshop. Conception and supervision of comic and illustration workshops for students.
Conception and organization of various exhibitions worldwide.

2010 - Present

UI/UX DESIGN, ILLUSTRATOR
Freelance
UI/UX Design, Illustration, Animation, Game Design
Clients: i.e. Rotopol, Schauspielhaus Bochum, Tonhalle Düsseldorf, WDR, Schmiede Münks, Ruhr 2010 Kulturhauptstadt Europa

LANGUAGES

German: mother tonge

English: very good knowlege

Portuguese: good knowlege

SOCIAL MEDIA

- www.instagram.com/larsuebags
- www.linkedin.com/in/larsuebags

INTERESTS

- Drawing
- Photography
- Game Design
- Travel & Cultures

CONTACT

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