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Roger Tenambergen Multimedia Designer

ABOUT ME

UI/UX Designer with 10+ years of experience in the design industry. Successful at designing beautiful and effective applications for global clients. Growing up and working with interdisciplinary teams in Germany, England, Thailand, and Kenya resulted in a strong understanding of diverse user needs and built empathy.

UI & UX DESIGN PROJECTS

Planet Food

Recipe App

[View Case Study](#)

A project covering UX and UI methods including Competitive Analysis, User Psychology, Preference Testing, Creating a Style Guide, Final UI, and Responsive Design.

Expat Circle

Location-Based Social App

[View Case Study](#)

An app that allows ex-pats and like-minded people to find each other through filtering options like location. Methods used include a project proposal, competitor research, wireframing, and prototyping.

WORK EXPERIENCE

Multimedia Designer, Berlin

07/2014 - Present

- Utilized UI/UX design skills to conceive and create the external presentation of a wholesale and retail trade company. Executed comprehensive desktop and mobile designs in collaboration with the in-house team.
- Worked closely with clients and the Creative Director to seamlessly communicate design visions, exhibiting strong project management skills for international clients.

Multimedia Designer, Nairobi, Kenya


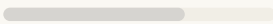
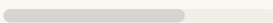
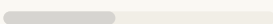



01/2014 - 05/2014

- Creation of the 360° campaign for the marketing event Jameson St.Patrick's Day, which doubled site visits through online banners created. Resulting in a highly lucrative annual contract for the commissioned agency.
- Design and 3D modeling of vehicles for a mobile racing game winning the "PIVOT East Africa Startup Competition".

HARDSKILLS

- Low to High Fidelity Wireframes
- User Interviews, Surveys
- User Story, User Flows, User Tasks
- User-Centred Design
- Design Thinking
- Idea, Concept & Execution, Produkt- and Service-Design
- Lean UX & Agile UX
- Usability Testing, Preference Testing
- Storyboards, Mockups
- User Research, Data Analysis
- Style Guide plus Visual Design
- Storytelling
- User & Business Goals, Market, Competitors & Business Research
- SWOT-Analysis

PRIMARY TOOLS

Figma	
Sketch	
InVision	
Flinto	
UsabilityHub	
Photoshop	
Illustrator	

SOFTSKILLS

- Empathy
- Intercultural Competence
- Care & attention to detail
- Teamwork & independence
- Efficiency
- Adaptability & receptiveness
- Willingness for further development

Art Director at Young & Rubicam Brands, Nairobi, Kenya

01/2010 – 12/2013

- Leading teams of 5 – 10 colleagues covering storyboarding, photo-editing, illustration, campaign management, pitches, customer care, and acquisition for international brands like Toyota or Bacardi Limited.
- Launch of an award-winning 360° campaign for a home entertainment provider, which made the company the market leader in East Africa.

EDUCATION

Further training Figma, Cimdata, Berlin

10/2024 – 12/2024

- Intensive two-month focused training program Screen design, animation, motion & prototyping with Figma

User Interface Design, Career Foundry, Berlin

02/2022 – 07/2022

- Intensive six-month training program with a focus on visual design principles, color theory
- UX best practices, wireframing, prototyping, & responsive design.

Bachelor in Multimedia Design School of Audio Engineering (SAE) / Middlesex University London, Berlin

05/2007 – 09/2009

- Business & Legal Studies • Web Development • Screen Design
- Creative Direction • Research Projects

Creative Media Diploma, School of Audio Engineering (SAE), Berlin

02/2006 – 02/2007

- Online Publishing • Advanced Compositing & Special Effects
- Industry Perspectives • Issues & Research Techniques
- Cultural Perspectives • Web applications, movies, and 3D projects

LANGUAGES

German	Native
English	Professional proficiency
French	Intermediate