Jennifer Dantzer

UX Product Designer

Hamburg · jennifer.dantzer@gmail.com · +49 1578 8128526 · jennifer-dantzer.de

UX Product Designer with 3+ years of SaaS experience. My strength is delivering resilient, user-centered solutions in dynamic environments and under complex requirements. Focus on scalable design systems, WCAG 2.2 AA compliance, and measurable business impact.

WORK EXPERIENCE

UX/UI Designer
INIT Cloud Solutions GmbH, Hamburg — *Sept. 2026 – present*

- Responsible for UX strategy and design operations across the entire product portfolio (white-label apps, webshops, enterprise applications).

UX Product Designer
HanseCom, Hamburg — *March 2023 – Aug. 2026 · Dual study program*

- Sole designer for the entire product portfolio (4+ white-label apps, webshops, enterprise applications); established cross-functional design processes in Scrum – result: 35% shorter development time, 40% faster team alignment.
- Built a multi-brand design system from the ground up (pattern library, WCAG 2.2 AA, research documentation) – result: 2x faster feature design, customer onboarding reduced from 4 weeks to 3 days.
- End-to-end UX/UI for scalable white-label apps (ticketing, autoload, split payment) and webshops for public transit operators such as MoBiel, Ruhrbahn, and VGN; worked with React, Angular, IONIC, and Vue frontends.
- Led international stakeholder workshops with US transit agencies (MARTA, TriMet, Houston Metro, OCTA); requirements gathering and design alignment across cultural contexts.
- Incorporated support and stakeholder feedback into product development; scaled design processes and quality standards during the company's transition to a product-driven organization.

EDUCATION

B.A. UX/UI Design (Dual Study Program)
University of Europe for Applied Sciences × HanseCom — *March 2023 – Aug. 2026*

- Final grade: 1.0 (highest distinction).
- Thesis: User guidance in AI-based interfaces to foster critical thinking — an original UX framework to counter AI "overdependence," validated through a functional prototype.

State-Certified Graphic Designer + University Entrance Qualification
Carl-Hofer-Schule, Karlsruhe (Animation track) — *Sep. 2018 – Aug. 2022*

SKILLS

UX & Product Design: User flows, wireframing, UI design, design systems (tokens & governance), prototyping, responsive & white-label design, accessibility (WCAG 2.2 AA)

Research & Strategy: UX strategy, service design, qualitative & quantitative methods, journey mapping, information architecture, stakeholder management, product discovery, product-market fit

Tools: Figma, FigJam, Miro, Confluence, Jira, Adobe Creative Cloud, Notion, design sprints, DesignOps

AI: Claude, Gemini, Cursor, Figma Make, human-AI interaction design, explainable AI

LANGUAGES & INDUSTRY EXPERIENCE

Languages: German (native), English (fluent/business proficient, bilingual degree program)

Industry Experience: Public transit & transportation (3+ years), gaming (1+ years)