Simon Drexler

Senior UX Consultant

CONTACT

+49 176 30166379 <u>Website</u> Email

Strategic & Service Design,

COMPETENCES

UX Research & Testing, UX / UI Design, Prototyping, Workshops, Baking

INDUSTRIES

Healthcare, Mobility, Ag-tech, Fin-tech, Consumer Electronics, Office Management

LANGUAGES

Deutsch	•••••
English	••••
Français	••••
中文	••••

EXPERIENCE

Freelance 2014 - now

Empathy Equation 2017 - now

Designworks 2016-2017

Munich, DE

Experientia 2012-2014 Turin, IT

Activities

(grouped by competence across engagements)

- Planning, designing and conducting ethnographic research to understand needs and find opportunities in Europe, Asia and USA.
- Synthesising findings into insights and developing SD deliverables to guide product-, experience- and service development across several touchpoints
- Designing and prototyping user centric solutions in various contexts and industries. Additionally, conducting user tests and supporting implementation.
- Leading and managing a design team of 8 as well as planning projects to facilitate timely delivery of successful products.
- Seeding Human Centered Design and strategically position design within clients' organisations to impact product development, stakeholder buy-in and investment.

Highlights:

- Longterm collaboration with research, design, testing and implementation support for a digital platform facilitating cannabis cultivation and any related workflows. Aroya, USA 2018-20
- Large-scale research project with patients and clinic stakeholders to create future scenarios for healthcare delivery to elderly at-risk populations in rural areas. MCHS, USA 2019
- Lecturing 'Innovation by Design' to a first semester at university macromedia hochschule für medien und kommunikation, DE 2018

EDUCATION

Goldsmiths UoL 2015-16 London, UK

mhmk

2009-12

Munich, DE

MA: Design Futures and Metadesign

Thesis: If everything is connected - exploring connectedness and collaboration to conceptualize a new form of inclusive innovation

BA: Media and Communication Design

Thesis: How can Interfaces and Interactions be designed in order to be functionable in both, large and small environments?