

Katharina Schuldheisz

Visual Designer

katharina.designs@gmail.com

katharinadesigns.com

Dual Citizen: Germany & USA

About

Visual designer with a graphic design background, now focusing on UI design to create simple, user-friendly interfaces. Passionate about turning complex ideas into clear, functional designs that work for both users and businesses.

Experience

Visual Designer

Feb 2025 - Current

Treble Gaming | Remote European Union

- Designing intuitive and visually appealing web experiences, ensuring consistency across digital surfaces and aligning with brand identity.
- Contributing to the development and maintenance of a cohesive design system, including UI components, documentation, and style guidelines.
- Creating wireframes and user flows to enhance usability and improve engagement across platforms.
- Collaborating to deliver effective, user centered design solutions.

Graphic Designer (Internship)

May 2020 - May 2021

UWF Department of Art & Design | Pensacola, Florida

- Designed visually engaging content to promote events for the Pensacola Museum of Art, Center for Fine and Performing Arts, and the University of West Florida, while ensuring alignment with institutional branding and audience expectations.
- Designed print and digital materials, collaborated with stakeholders on event goals, and balanced creativity with brand consistency throughout the design process.
- Delivered high-quality designs that enhanced event visibility and engagement, contributing to successful and well-attended events.

Art Lab Monitor & Teacher's Assistant

January 2020 - May 2020

UWF Department of Art & Design | Pensacola, Florida

- Enhanced the functionality and usability of the computer lab while providing students with the support they needed to excel in their creative projects.
- Designed and implemented clear informational signage, assisted students with design software and troubleshooting, and fostered a collaborative, supportive learning environment.
- Ensured students had the tools, direction, and ongoing support they needed to fully engage in their creative pursuits, empowering them to excel in their work.

Education

UI Design

Certificate

Career Foundry

November 2024

Graphic Design

Bachelor of Fine Arts

University of West Florida

January 2018 - May 2021

Performing Arts Management

Bachelor of Arts

University of West Florida

January 2013 - May 2016

Skills

UI Design

Wire Framing

User Research

User Personas

Prototyping

Design Systems

Visual Design

Graphic Design

Page Layout

Branding

Web Design

Tools

Figma

Figjam

Adobe InDesign

Adobe Illustrator

Adobe XD

Adobe Photoshop

HTML

CSS

Notion

Languages

English (Native)

German (Elementary)

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Box Office & Artist Merchandise Sales March 2014 - May 2016

House of Blues Chicago | Chicago, Illinois

- Served as the primary connection between patrons and artists, ensuring memorable event experiences while managing merchandise and ticket sales effectively.
- Delivered exceptional customer service, collaborated with artists and their representatives to oversee merchandise sales and inventory, and facilitated meet-and-greet events to enhance fan-artist interactions.
- Boosted event satisfaction by fostering seamless communication, accurate inventory management, and positive experiences for both patrons and performers.