*Design*

# Portfolio

*UX/UI Design*

*Emma Winkler*

# About me

# Hello!

I’m Emma, a user experience design student currently doing my bachelor‘s degree in Ingolstadt, Germany. I am curious and always looking for a challenge.

## Technical Skills

- Figma
- Illustrator, InDesign
- After Effects
- HTML, CSS, JS, Php
- Microsoft 365

## Contact

**Email:** emma.winkler.uxd@gmail.com
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## Language Skills

German (native speaker)

English (C1)

French (B2)

Chinese (A2)

## Personal Skills

User Centered Design

Prototyping

Usability Testing

Accessibiliy/WCAG 2.2

Collaboration

Time Management

# My Work

# Retrace

*UX and Dementia*

The focus of a project in my 3. semester was dementia. We worked in teams of three to create an application designed to help people with dementia and those around them.

Our solution is Retrace, a three part tracking system:

- a small tag that is attached to an item and that makes itself noticeable  when activated
- a physical application to activate the tags in the form of a board with six activation buttons
- an app to remotely activate the tags and use the integrated GPS tracking system (my focus during the project)

# THI Go!

*Everything in one place*

Another project from my 3. semester was THI Go. Together with four other people we envisioned an extension of the internal systems at Technische Hochschule Ingolsadt. We wanted to centralize information and create qualitive guides to help students during their studies here.

Focus of this course was LeanUX, a method of collecting and understanding user requirements. A characterizing feature is the early use of a primitive MVP that continuously changes grows with the project.

We created our first prototype during iteration one and used it to test a total of 9 hypotheses and 37 minor hypotheses. This included 18 qualitative user interviews and mulcible Codesign and Card Sorting session - creating, adapting and discarding hypotheses and features in our prototype.

# Junior Cup

*Designing a media-mascot*

A baseball club near my hometown has been hosting an junior-indoor-tournament for two years now. In 2025, I designed the media enouncement for them.

The target audience was 10 to 15 year olds. We wanted the design to speak to this age group. A fan favourite for the organizers was an anthropomorphic baseball.

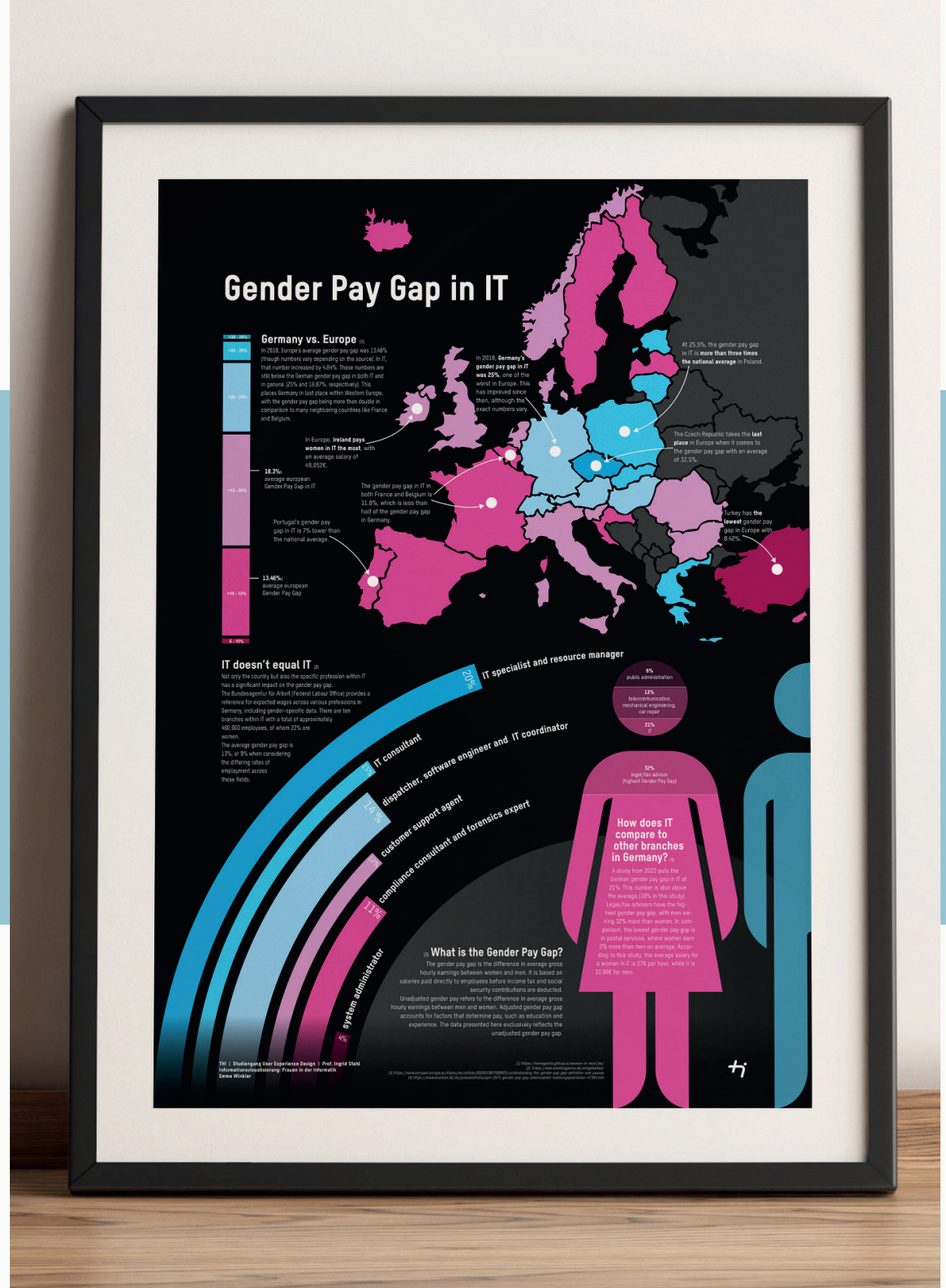
It was later turned into an official mascot for the tournament and print on other objects like the trophies.

# Women in IT

*Poster design*

Women in IT - this was the topic of a poster design project during my 2. semester. I focused my addition the Gender Pay Gap in IT.

The poster presents a total of four diagrams and multiple small texts. I used many design elements like font weight, colour, form and saturation to structure the information and guide the viewer‘s perception.



**Bildquellen:**
https://www.behance.net/gallery/157622483/Phone-14-Pro-Screen-Mockup
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