

Hello! I'm **Simon Burger**, a Product Designer (UI/UX) who is absolutely passionate about crafting clean, consistent UI and scalable design systems. With over 4 years' experience designing enterprise SaaS products, I create interfaces that are as clean and beautiful as they are frictionless – for web and mobile.



Sydney, NSW
Australia



[Portfolio](#)
[LinkedIn](#)

Work Experience

2020 – 2024
Munich, Germany

Product Designer – ATOSS Software AG (Workforce Management Software)

I led the end-to-end design process for enterprise-level SaaS products across desktop and native mobile platforms. My main focus areas were visual design, design system architecture, and developer collaboration. I built and maintained scalable UI libraries in Figma, defined design tokens, and worked closely with developers to ensure consistency and technical feasibility. My daily work included interface audits, cross-team alignment, documentation, prototyping, and handoff preparation.

Key Achievements:

- ✦ [Upgraded and scaled an existing design system](#) by creating a developer-friendly Figma UI kit with 86 assets and 867 components
- ✦ [Redesigned the core product interface](#), improving structure, usability and hierarchy across 67+ interface elements
- ✦ [Designed a fully native mobile version of the product](#), adapting complex desktop workflows for iOS and Android
- ✦ Reduced visual inconsistencies and sped up development by establishing clear design documentation and usage guidelines

2019 – 2020
Munich, Germany

Brand Manager – SHARE NOW (Car-Sharing Service)

At ShareNow, I was responsible for leading the creation of photo and video content, from concept to execution. I collaborated with creative agencies, photographers, and production teams to ensure that the visual storytelling aligned with the brand's core values. I managed large-scale productions up to 1.5M\$, overseeing every detail to ensure that the final assets met the marketing and branding goals. My role also involved close coordination with stakeholders.

Key Achievement:

Directed a [photo and video production in Johannesburg](#), South Africa, working with photographers, models, and agencies to create content for the ShareNow launch campaign in 2019.

Work Experience

2016 – 2019

Munich, Germany

Artwork Manager – DriveNow (Car-Sharing Service)

At DriveNow, I managed the visual strategy for marketing campaigns across multiple European cities. Early on, I took a hands-on approach, shooting and editing photos myself before transitioning into a leadership role thanks to growing production budgets. I coordinated with external agencies and production teams, ensuring the visuals aligned with the brand's identity, effectively communicated the service, and were adaptable for different marketing formats.

Key Achievement:

Led a [photography project across six European cities](#), producing hundreds of photos tailored for various marketing purposes and formats.

Education

2011 – 2015

Munich, Germany

Bachelor of Arts – Media Design

Macromedia University of Applied Sciences (Grade 1.8)

Certificates

Professional User Interface Design

UX Design Institute

Design System 101

Design System University

Certified Professional for Usability and User Experience (CPUX-F)

UXQB International Usability and UX Qualification Board

Accessibility: How to Design for All

Conducting Usability Testing

Data-Driven Design

Design Thinking: The Ultimate Guide

Interaction Design for Usability

Mobile User Experience Design

User Research – Methods and Best Practices

Interaction Design Foundation

Skills

Visual Design & UI

Typography, Colour, Layout, Grid Systems, Iconography

Design Systems

Component Libraries (Figma & Sketch), Auto Layout, Variables, Token Architecture, File Hygiene, Accessibility, Documentation

UX Design

Design Thinking, Ideation, Prototyping, Usability Testing, Quantitative and Qualitative Research, Wireframing

Code

HTML/CSS/JS – not a coder, but sufficient in dev conversations