Niclas Stengel
Interface Design Student

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Experience

UI/UX Design Intern
CityLAB | April 2025 – September 2025

CityLAB is Berlin's official public innovation laboratory and is working at the interface between administration, academia, business and civil society.

- Conducted qualitative user research, including usability tests, interviews, and workshops to gather user needs and product insights.
- Built an MVP from the ground up, exploring patterns for various AI integrations and interactions.
- Supported in the facilitation of an internal user testing lab with eye-tracking and accessibility tools.
- Advised Berlin's administration on the development of a Figma Design System to improve its access and implementation for internal and external stakeholders.

UI/UX Design Working Student
Smartbroker AG | September 2023 – January 2025

SMARTBROKER+ is one of the largest neobrokers in the German market and the core product of the Smartbroker AG.

- Collaborated closely with product managers and engineers to deliver low- to high-fidelity mock-ups for developer handoff on complex features like portfolio sorting, asset transfers and market trends discovery across different platforms.
- Worked on the internal back-office software to increase customer support efficiency by improving status visibility, monitoring overviews, and overall information hierarchy.
- Contributed in developing strategic concepts and product possibilities based on user feedback.

Freelance Webdesigner
Celius Beratung | September 2022 – December 2022

Celius Beratung is a consulting group founded by three colleagues and friends.

- Designed and developed a website and brand appearance with Webflow and custom code.
- Created detailed, interactive instructions to empower the client to manage content, minimizing the need for future external support and lowering operational costs.

Education

BA Interface Design
University of Applied Sciences Potsdam
October 2021 – June 2026 (Expected)

BA Product Design (Semester Abroad)
University of Edinburgh, College of Arts
January 2024 – June 2024

Skills

Design
User Experience (UX) · User Interface (UI) · Interaction Design · Service Design · Low/High Fidelity Mockups · Wireframing · Physical and Digital Prototyping · Web Design

Research
Interviewing · Workshops · Usability Testing · Eye-Tracking · Journey Mapping · Information Architecture · Object Oriented UX

Tools
Figma · Pen and Paper · HTML · CSS · JavaScript (Basics) · Photoshop · Illustrator · InDesign · Lightroom · Premiere Pro

Languages
German (Native)

English (C1)

French (B2)