

Theres Scheucher UX ARCHITECT

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Experience

Sep 2020 – Present: Design Team Lead, UX Architect

Sclable Business Solutions GmbH - Vienna

- Ensure an **inspiring environment**, open communication culture
- Encourage creative solutions and risk-taking
- Co-develop personal development path with each team member and provide conditions that make its accomplishment possible
- Organise and plan team capacities
- Assure that team members work on topics that they are passionate about

May 2016 - Sep 2020: UX Architect

Sclable Business Solutions GmbH - Vienna

- Lead software projects from idea through prototyping to pilots or market launch together with our customers, in a user-centric and agile way
- Get to know the actual users, specify the domain and context of use
- Isolate the problems a user is facing and specify requirements
- Develop and visualise design solutions for applications and products to meet user needs and requirements
- Test and discuss different solutions to solve a given problem in order to fulfil user and customer requirements
- Evaluate design iterations against user requirements

Sep 2014 – May 2016: Customer Relationship Manager, Product Expert

strg.at GmbH - Vienna

- Prepare and conduct customer education workshops
- First point of contact of technical customer support

Feb 2014 – May 2014: Internship in Software Development

strg.at GmbH - Vienna

- Support backend development team

Working Goal

- Develop design iterations that generate value for humans so that I can be proud of my work in the end
- Work in diverse teams to create solutions in a human centric way



- Be passionate: work on topics you are obsessed with
- Be curious: ask quesions and listen
- Be ambitious: make demands on what you do
- Be yourself: do not try to find excuses for conscious decisions you made



- Healthy lifestyle, sports & nutrition
- Feminism, diversity & equality
- Sustainability & minimalism



Feb 2021: UI Design Crash Course

UpLeveled Web Development Bootcamp



2014 – 2016: Master's program in Digital Media Technologies

St. Pölten University of Applied Sciences - St. Pölten

2011 – 2014: Bachelor of Science in Media Technology

St. Pölten University of Applied Sciences - St. Pölten

= Skills, Tools & Languages

- User Research & Observation
- Create wireframes and (digital) prototypes
- User Testing
- Collaborating on user stories
- Team Leadership
- Mentoring
- Tools: Figma, Sketch, Abstract, Invision, Axure,
 Adobe Creative Suite, Dovetail, Miro, OmniGraffle
- HTML, CSS and programming basics
- Languages: German (mother tongue), English, Spanish