

# Franz Ridder Lopez

(UX/UI) Product Designer

franzridder.com

franzridder@gmail.com

## Experience

### Minke wallet

Product Designer  
Remote, 2022

Minke's mission is to be the easiest way to access decentralised finances in Android and IOS. As the lead designer, I had sole responsibility for the design efforts across the mobile app and for maintaining an organized design system to work fast and efficiently.

### GOGO Protocol

UX/UI Designer  
Berlin, 2021

GOGO is a DEFI web app to generate yield with crypto. I joined the company as one of the first employees and worked on the whole product life cycle from the discovery phase all the way to releasing and iterating based on data from our users.

### SkyFive

Product Designer  
Berlin, 2020

SkyFive is a B2B, B2C platform to manage and book skydiving experiences. I worked with a small team designing the whole platform from zero with constant feedback from the biggest skydiving company in Germany, Go Jump Berlin.

### Freelancer

Sound Engineer  
Berlin, 2017 - 2019

I worked as a generalist sound engineer recording, mixing, mastering and doing live sound for local and international bands in Berlin.

## Education

### Iron Hack

UX/UI Design  
Berlin, 2020

I attended the UX/UI designBootcamp at Iron Hack Berlin where I acquired fundamental skills in UX, UI, research, design thinking framework, agile project management IA and basic HTML & CSS.

### SAE

Sound Engineering  
Berlin, 2018

In SAE I learned about recording, mixing, and mastering techniques and how to manage a music production project.

### Image Campus

Game Design  
Buenos Aires, 2015

I studied the fundamentals of game design using 3D software like Autodesk Maya and Zbrush. As I final project I presented a character ready to be used in a game engine like Unity.

## I know

UX Research	Wireframing	Spanish (Native)
UX Design	Prototyping	English (Proficient)
UI Design	IA	German (Intermediate)

## Tools

Figma	Webflow	Premiere Pro
Photoshop	Wix	
Illustrator	Cubase	