ALEXANDER LEHMANN

Product Designer | UI/UX for B2B Software

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Available immediately

PROFILE

Product and UI/UX designer with experience in B2B applications, client portals and agency projects. At GECKO Software, independently designed user flows, interfaces and interactive prototypes for complex operational workflows, from early concepts to developer handoff. Brings design systems and accessibility expertise, plus an earlier background in IT infrastructure.

SKILLS & TOOLS

Product & UX: B2B web apps, user flows, information architecture, wireframes, UI design, prototyping
Systems: Figma, design systems, components, design tokens, WCAG and BFSG accessibility audits
Collaboration: Discovery, workshops, competitor research, developer handoff, HTML/CSS
Workflows: AI-assisted prototyping with MCP and Figma-to-WordPress implementation

PROFESSIONAL EXPERIENCE

UI/UX & Web Designer | Qbus Internetagentur GmbH, Rostock | 09/2026 – 12/2026

- Built an AI-assisted design-to-development workflow connecting Figma to WordPress implementation with Elementor or GenerateBlocks.
- Adapted and tested the handoff on the agency's existing stack; delivered client work and supported teammates with design and technical questions.

Product & UI/UX Designer | GECKO Software, Rostock | 02/2026 – 08/2026

- Owned UX/UI for B2B applications in cruise operations, public administration, real estate and education, from user flows and prototypes to developer handoff.
- Cruise prepaid management: brought spreadsheet-based and multi-system tasks into a single web interface used on multiple ships.
- B2B booking portal: designed cabin search and booking flows; after a clickable demo, the client commissioned development.
- Client portal: researched competitors, prepared workshops and explored UI options; concept approved for development.
- Audited two operational applications for WCAG accessibility, documented issues and prepared revised Figma designs.
- Built a workflow using Figma components and MCP to test interaction ideas through working prototypes.

UI/UX & Web Designer | Qbus Internetagentur GmbH, Rostock | 04/2025 – 02/2026

- Designed UX, information architecture and UI for digital client projects.
- Prototyped and built websites with HTML/CSS and WordPress, working with developers and clients.

UI/UX & Web Designer | viminds – Digitalmarketing, Rostock | 03/2024 – 03/2025

- Designed websites and interfaces alongside marketing and development teams.
- Performed WCAG audits and recommended practical improvements to digital products.

UI/UX & Graphic Designer | Design Duck, Hamburg (remote) | 04/2023 – 10/2023

- Built Figma design systems with components, UI patterns and documentation.
- Designed interfaces and clickable prototypes; implemented websites with Webflow.

UI/UX & Web Designer | TTMEDiA® Die Werbeagentur, Güstrow | 07/2020 – 04/2023

- Worked on 40+ client projects across responsive websites, interfaces and stores, from client discussions to delivery with WordPress, Shopify and Shopware.

EARLIER CAREER & TEACHING

2025–2026: Freelance instructor, Designakademie Rostock: UI/UX, Figma and HTML/CSS.
2016–2018: Design lead, web designer and instructor in Astana: led designers and created infographics and websites.
2009–2016: Systems administrator and network engineer in Astana: managed servers, networks and IT operations.

EDUCATION & LANGUAGES

Degrees: B.Sc. in Computer Systems and Software, Turan-Astana University (2012–2015); Diploma in Computer Science, Astana Polytechnic College (2006–2009).
Training: German courses B1/B2 and "Leben in Deutschland", Inlingua, Güstrow (2018–2020).
Languages: German: professional fluency · Russian: native · English: good written skills, basic spoken skills