

Senior Product Designer (UX/UI)

Sascha Solaković

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UX Portfolio: <https://artsandgraphics.my.canva.site/ux-portfolio-figma>

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Short Profile

Senior Product Designer with 7+ years of experience designing complex software for MedTech, Automotive and industrial HMI environments. Specialized in user research, interaction design, design systems and high-fidelity prototyping. Experienced in translating user needs into scalable digital products within cross-functional agile teams.

Skills

Research: User Research | Interviews | Moderation | Observation | Personas | Journey Maps | Usability Testing

Design: UX/UI Design | Interaction Design | Information Architecture | Wireframing | Prototyping | Design Systems & Style Guides

Methods: Human-Centered Design | Design Thinking | Accessibility | Agile Collaboration (Scrum/Jira) | AI-assisted Design Processes

Tools: Figma | Axure RP | Adobe Creative Cloud | Miro | Canva | Generative AI-tools

Professional Experience

(11/2022 – 10/2025) UX / Interaction Designer – Syntegon Technology, Waiblingen

Designed intuitive user experiences for industrial HMI software used in pharmaceutical packaging machines. Led UX activities from discovery to delivery, including user research, interaction and interface design, interactive prototyping, usability validation, and close collaboration with cross-functional teams. Contributed to the evolution of the company's design system and style guide to ensure a consistent and scalable user experience across products.

(12/2019 – 11/2022) UX Consultant – Spiegel Institut, for Porsche Weissach

Developed user-centered UX concepts for automotive digital products in close collaboration with engineering and interdisciplinary teams. Analyzed user needs and translated research findings into interaction concepts and technical specifications. Planned and conducted user studies, coordinated external design partners, and contributed to evidence-based design decisions throughout the development process. Earned the UXQB CPUX-F certification during this role.

(05/2018 – 12/2019) Interaction Designer – Karl Storz Endoskope, Schaffhausen Switzerland

Designed user-centered medical software by applying usability engineering and human factors principles. Conducted heuristic evaluations, created user stories, use cases, task flows, and information architectures, and translated user and business requirements into interaction concepts. Applied design thinking methods and collaborated with cross-functional teams to support the development of intuitive and compliant digital products.

(10/2016 – 03/2017) Internship – UX Department, Bosch Stuttgart-Vaihingen

Supported the UX team in interface design, visual asset creation, and the implementation of Material Design and Bosch Corporate Design guidelines.

Education

2014–2018 Bachelor of Arts – Communication Design, HFG Schwäbisch Gmünd

2013–2014 University Entrance Qualification (Fachhochschulreife)

2010–2013 State-Certified Graphic Designer – Kolping Berufskolleg Stuttgart

Languages

German – Native | English – Upper-Intermediate | Croatian – Upper-Intermediate

Core Strengths

Strong aesthetic sense | Reliability | Drive and initiative | Willingness to learn | Empathy | Structured thinking | Commitment to quality | Future-oriented mindset | Fairness | Conviction | Relationship building | Sense of purpose

Hobbies

Weight training | Running | Swimming | Sauna & cold plunge | Nature | Reading | Playing keyboard | Drawing | Yoga & meditation | Psychology | Nutrition