



# Christoph Fahlbusch

Mobile product designer

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## I solve problems.

I address business goals by identifying problems that users have in their daily lives. My mantra is to put users first and the business will thrive from it. From the initial idea to shipping the product - I think about the vision, value & goal of the product. Design always starts with a mission.

## Proficiencies

User Experience Design  
User Interface Design  
Web Design  
Interaction Design  
Rapid Prototyping  
Icon Design | Branding

## I design products.

My expertise is designing simple and easy to use experiences for [native] & mobile apps for Android, iOS & Mac OS X. With the goal of being compliant with the system's guidelines, I design enchanting experiences & beautiful interfaces.

## Toolbox

Adobe Creative Cloud Suite | Sketch  
Framer  
Invision | Flinto  
Xcode | Android Studio  
Github  
JIRA

## I code interfaces.

I'm working with Swift, Objective-C & Storyboards in Xcode, sometimes with Java & Android Studio and Github. While taking care of the front-end, the UI and small nuances, developers can focus on performance and bugs.

## Major app releases

**2016** Minimal Stopwatch App (iOS)  
**2015** Shutterstock App (iOS, Android)  
**2014** Shutterstock Contributor App (iOS, Android)  
**2013** TunedIn App (iOS, Android, Web)  
**2012** ~~Simply Weather~~ (iOS)

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## Current employment

04 | 2017 - Today

### Senior Product Designer

Shutterstock GmbH, Berlin, Germany / New York City, United States of America

Working in an interdisciplinary team of designers and developers on the native applications for iOS, Android and (mobile)-web as well as the holistic e-commerce and shopping experience. I'm involved in strategic initiatives, planning, conceptualizing, creation, enhancements and development of the applications and web experience and interface, as well as customer journeys, the visual design for Shutterstock's contributors and customers with continuous improvement of user-flow-diagrams, code-based layouts, wireframes, mockups, prototypes and designs for iOS (Pad & Phone), Android (Phones & Tablets) and web.

I'm working with tools like Framer, Sketch, Adobe AI, PS, IN, AE, Xcode, Android Studio, Jira and Github and sharpies.

## Previous employment

06 | 2016 - 03 | 2017

### Senior User Experience Designer - Native | Mobile

Shutterstock GmbH, Berlin, Germany / New York City, United States of America

08 | 2014 - 06 | 2016

### User Experience Designer - Native | Mobile

Shutterstock GmbH, Berlin, Germany / New York City, United States of America

01 | 2014 - 07 | 2014

### Senior Designer

TunedIn Media, Subsidiary of Axel Springer, Berlin, Germany

04 | 2013 - 12 | 2013

### Junior Designer

TunedIn Media, Subsidiary of Axel Springer, Berlin, Germany

08 | 2010 - 02 | 2013

### Digital Media Designer - Professional Training

Institut Ingenium, Kassel, Germany

02 | 2008 - 09 | 2010

### Freelance Designer

## Education

02 | 2013

Degree in Digital Media Design - 1,5

09 | 2004

Commercial School Diploma

07 | 2002

High-School Diploma Diploma