# ROLES

**TOGETHERSPACE** 

**2024 - PRESENT** 

FOUNDING MEMBER | LEAD PRODUCT | COMMS

**REMOTE** 

Spun an internal pilot into an independent product, owning P&L, roadmap, and brand voice. Launched with a go-to-market plan that drew 1 000+ early-access sign-ups and 22.6 k organic views in 30 days. Built a full Figma design system (logo, palette, typography, Ul kit) now powering web, mobile, and decks. Switched the team to one-week Jira/Kanban sprints, added KPI retros, and mentored two content designers, cutting review loops by 40 %. First revenue forecast for Q3.

# HOWTOBUILDUP | HEINRICH-BÖLL-STIFTUNG

2022 - 2024

# PRODUCT | CREATIVE MANAGER

REMOTE

Led a six-person squad from discovery to MVP launch of a crowdsourcing tool (wireframes, hi-fi prototypes, usability tests & release) 7 % under a €20 k budget. Ran five global co-design workshops, distilling 130 + voices into personas, flows & a 12-month roadmap, while 20 + interviews, card sorts & surveys kept scope laser-focused. Prototyped the concept that became Togetherspace, securing leadership buy-in for the spin-out, and produced multimedia assets (explainer videos, social graphics & motion pieces) that tripled channel engagement.

# INSTITUTE FOR SUSTAINABLE URBANISM, TU BRAUNSCHWEIG 2021 - 2022 RESEARCH ASSOCIATE BRAUNSCHWEIG

Secured grant funding for a digital-participation study on urban noise; findings adopted by city planners. Synthesised 200 + papers into tool-design guidelines, built Unity VR environments & ran workshops that lifted student spatial-literacy scores to 96 %. Presented results at national conferences & authored scientificmethods materials, strengthening cross-institution collaboration. Designed participatory sessions that paired digital platforms with community engagement, showcasing expertise in grant capture, data analysis & immersive pedagogy.

# **GREEN! ARCHITECTS**

2019 - 2021

# **VISUALIZATION ARCHITECT**

**DÜSSELDORF** 

Produced high-fidelity 3-D models, renders, animations & large-format posters across housing, hotel & museum schemes, embedding sustainability metrics that cut planner revisions & sped approvals. Crafted pitch decks with graphics, diagrams & interactive media; maintained brand consistency with marketing. Coordinated external vendors & refined outputs per client feedback, scaling visualisation capacity & winning bids through immersive storytelling.

NOKIA 2012 - 2014

# STORE DESIGN COORDINATOR

**HELSINKI - EMEA** 

Localised Nokia's retail identity for three EMEA pop-up stores, delivering CAD layouts, fixture specs & interactive touchscreens. Orchestrated architects, contractors & merchandisers across two cities to open every site on schedule & within budget. Integrated market-research insights into design strategy, ensuring engaging, brand-aligned, sales-driven environments. Managed end-to-end store design, safeguarded visual-merchandising standards & upheld Nokia guidelines across all deliverables.

# **UIC BARCELONA**

2010 - 2012

# **EXCHANGE-PROGRAMME COORDINATOR**

**BARCELONA - EMEA** 

Partnered ESARQ-UIC with the Materials-Advanced-Architecture-Generative Lab to launch MAG LAB, which produced eight generative-design workshops (€20 k, 120 participants) that doubled programme applications. In year two, overhauled the admissions workflow & interview rubric, cutting submission errors while keeping finances on target. Managed visas, travel, housing & fees for 40 + international students; delivered an intercultural kit, onboarding & guest-lecture series, & produced conferences, trainings & media collateral.



# **LANGUAGES**

AR ENG DE First language
Professional Working C2
Conversational B2

# **REFERENCE**

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# DIMA (STERR) MINISTERRIAL STERRIAL STER

# PRODUCT COMMUNICATION

DESIGNER STRATEGIST



# **DIMASDESIGN.COM**

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HUMAN-CENTRED STRATEGIST WHO TRANSFORMS COMPLEX CHALLENGES INTO INTUITIVE, ENGAGING PRODUCTS BY PAIRING DEEP QUALITATIVE RESEARCH WITH PIXEL-PERFECT EXECUTION.

EXPERIENCED IN DESIGN, RESEARCH & MANAGEMENT, I GUIDE CROSS-FUNCTIONAL TEAMS FROM FIRST INSIGHT TO SUCCESSFUL LAUNCH.







Youtube

# EDUCATION

**CAREERFOUNDRY** 

**PRODUCT MANAGEMENT** 2024

Crafted full PRD, roadmap, business-model canvas, competitive analysis & KPI dashboard for a SaaS capstone; pitched to stakeholders & shipped a Figma MVP prototype.

**CAREERFOUNDRY** 

**UX DESIGN IMMERSION** 2022

End-to-end UX practice: user research, personas, IA, wireframes, hi-fi prototypes & usability testing.

**BAUHAUS-UNIVERSITÄT WEIMAR** 

M.SC. MEDIA ARCHITECTURE

2018

Focus: interface design, HCI, design theory & cultural-technique history.

**DAMASCUS UNIVERSITY** 

**DIP.ARCHITECTURAL ENGINEERING** 

2010

2016-2017

2016

2004-2008

Focus: architectural & urban design, CAD/BIM, GIS, sustainable planning & project management.

# 

#### **STRATEGY & DISCOVERY**

Frame goals & KPIs · Market & competitor scans · Mixed-method research · Designsprint facilitation · Personas & journey maps

**OPTIMAL WORKSHOP - MIRO - MAXQDA - MENTIMETER** 

### **IDEATION & DESIGN**

IA & user flows · Wireframes → hi-fi prototypes · Motion & 3-D storytelling · Designsystem rollout

FIGMA - ADOBE CC - FLOWMAPP

### **TEST & ITERATION**

Clickable prototypes for live feedback · Usability accessibility testing · A/B & preference tests → data-driven refinements

**MAZE - LYSSNA** 

**PUBLICATION** 

**WINNER** 

# **EXECUTION & EVALUATION**

Dev-ready hand-off & QA · Funnel / cohort dashboards · Post-launch feedback loops P&L ownership

**MIXPANEL - AMPLITUDE** 

# **PROJECT MANAGEMENT**

Kanban / Lean & Scrum ceremonies · Road-mapping & backlog grooming · Crossfunctional alignment

**NOTION - TRELLO - JIRA** 

### **WEB-FIRST DESIGN**

Prototype & build content-rich sites · Guard brand consistency, UX, knowledge management & archiving

**FRAMER - WIX STUDIO** 

#### **DESIGN SYSTEMS & UI**

Component libraries · Typography, colour & motion tokens · Brand-consistency audits

FIGMA LIBRARIES - ADOBE ILLUSTRATOR

# **GENERATIVE AI**

Prompt engineering (copy, visuals, concepts) · Al-assisted research synthesis · Rapid asset generation & iteration

**CHATGPT - DALL-E - MIDJOURNEY - MAGICIAN** 

# ACHIEVENIENTS

Scroope 28, Cambridge Architecture Journal

Research Paper Publication "Indigenous Architecture in Motion"

**Lemkin Reunion IV, Central European University (Budapest)** 

**INVITED SPEAKER** 

Presented a paper "Architecture, Media & Migration" CEU Research Paper Publication "Circassian Heritage in Syria" 2018

2018

**LOUNA International Bamboo-Camping competition** 

Managed cultural budgets and tech support at Faculty Council

**FINALIST** 

Eco-resort concept selected among the top 10 of 200 + global submissions

**Doha National Park Competition** 

**Bauhaus-Universität Weimar** 

**ELECTED REPRESENTATIVE** 

(Fachschaft) & University Senate (StuKo)

**International Committee of the Red Cross** 

**3RD PLACE** 2015

Closed international tender for an innovative landscape and water-management strategy

Dual juried honours for multidisciplinary project "War & Media"

**Bauhaus Essentials Award and GRAFE Creative Prize** 

X-Media Architecture

INTERACTIVE LIGHT INSTALLATION

2015

2015

**VOLUNTEER PARAMEDIC** 

Trained in First Aid, Disaster Response & International Humanitarian Law; served on emergency-response teams

Exhibited at Bauhaus-Universität Weimar's summaery media-arts show