



Dima Meiqari

Designer / Researcher

As a User Experience Researcher & Designer, I bring a wealth of experience from diverse architectural and urban design projects. My focus on UX field was inspired by a fascination with the interconnected realms of virtual and physical spaces.

I excel at investigating complex problems, prioritizing users' needs, and delivering engaging solutions. With strong qualitative, communication, and collaboration skills, I'm passionate about translating research findings into impactful designs.

"Beauty & brains, pleasure & usability, they should go hand in hand"

Donald Norman

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[Website / Portfolio](#)

+49(0)17667160765

Germany & The Netherlands

Nationality: German

Socials

[LinkedIn](#)

[Youtube](#)

[Researchgate](#)

[Behance](#)

Languages

Professional Working C2

Conversational B2

References

Prof. Dr. Frank Eckardt
Chair of Urban Sociology at the Bauhaus-Universität Weimar
Frank.Eckardt@uni-weimar.de

Chiara Antonucci
Product Manager at Pitch
chiara@pitch.io

• Experience

2022 – 2024 Remote

Creative Manager

[Howtobuildup](#)
[Heinrich-Böll-Stiftung](#)

- Led diverse teams in creative project design, fostering informed planning and impactful solutions.
- Defined MVPs, conducted user testing, and directed end-to-end creative processes for optimized outcomes.
- Contributed to social media content, videos, and visual identity materials, aligning with NGO objectives.
- Collaborated cross-functionally to ensure successful project outcomes, maintaining quality standards and timely delivery.

2021 – 2022 Braunschweig

Research Associate & Tutor

[Institute for Sustainable Urbanism- TU Braunschweig](#)

- Developed a research plan and conducted a comprehensive literature review to explore digital participation tools in urban planning.
- Designed and facilitated an online workshop on participatory urban planning, fostering engagement and collaboration.
- Contributed to the design and delivery of virtual reality seminars, enhancing learning experiences in the field.

2019 – 2021 Düsseldorf

Visualization Architect

[green! architects](#)

- Conceptualized and created a diverse range of building typologies and urban design projects, prioritizing environmentally friendly concepts and designs.
- Conducted the 3D visualization of final designs, enhancing the presentation and clarity of project deliverables.

2016 - 2018 Weimar

Research Assistant & Tutor

[Bauhaus-Universität Weimar](#)

- Collaborated with partners to establish research priorities for the lab, focusing on "Post-traumatic Urbanism & Urban Mapping" within the Urban Sociology Department and funded by DAAD.
- Developed research plans, wrote proposals, and documented activities to drive forward the research agenda.
- Organized conferences and multiple workshops, fostering knowledge exchange and advancing understanding in the field of urban sociology.
- Organized and conducted an introductory workshop for newly accepted master's students in the Media Architecture program.

Elected Representative

- Served at both the Council of the Faculty of Architecture "Fachschaft" and the Student's Supreme Body of the university "StuKo".
- Participated in managing the student self-governing bodies such as overseeing financial and technical support for cultural and social initiatives to benefit the student community and enhance campus life.

2011 - 2012 Barcelona

Project Coordinator

[UIC Barcelona International University of Catalonia](#)

- Organized and managed training sessions, conferences, and workshops on Generative Design, fostering skill development and knowledge exchange.
- Coordinated media activities by designing posters, newsletters, and updating online platforms, enhancing event visibility and participation.

• Education & Training



CareerFoundry

UX Design

2022



Udemy

Complete Web Design

2023



UX Design Institute

UX Coding Fundamentals

2024



Bauhaus-Uni Weimar

M.Sc. Media Architecture

2018



Damas university

Dip. Architecture & Urbanism

2010



Damas university

B.Sc. English Translation

2010

• Toolbox



Strategy & Discovery

Define goals and objectives.
Perform market & competitive analysis.
Conduct user research (e.g., interviews, focus groups, observations, surveys & questionnaires).
Develop user personas & journey maps.

Miro Optimal Workshop

MAXQDA Mentimeter



Implementation & Evaluation

Work with developers to implement the final design.
Evaluate the product's key metrics and analytics.
Continue to gather feedback from users & stakeholders.
Inform future iterations & improvements.

Amplitude Google Analytics

Mixpanel



Ideation & Design

Create information architecture.
Design user interfaces.
Use wireframing & prototyping tools.
Proficient in various design tools.
CAD including 3D modelling & image composition.

Figma Adobe Creative Suite

FlowMapp Webflow



Project Management

Organization & time management.
Adaptability & flexibility.
Interdisciplinary collaboration & teamwork.
Stakeholder management & communication.

Trello Notion Notion

Confluence



Test & Iteration

Create interactive prototypes of the user interface.
Conduct usability testing sessions.
Gather feedback from users & stakeholders.
Iterate on the design to incorporate feedback & refine the user experience.

Lyssna Maze



Visual Communication

Proficiency in 3D modelling using CAD software.
Image composition expertise through rendering techniques & graphic design skills.
Ability to craft narratives & visualize story sequences through scripts & storyboarding.
Skills in editing video footage to create cohesive, engaging narratives.

C4D Rhino 3ds Max SketchUp

Archicad