

Curriculum Vitae

2024

Creative UX/UI Designer

Karsten Klewer

About Me

My name is Karsten Klewer, and I am a seasoned UX/UI Designer with a keen focus on user experience and a relentless passion for perfection. With over 18 years of experience, I specialize in crafting user-friendly UX/UI designs, creating prototypes, and developing visually appealing UI visuals and HUDs for computer games. My extensive background has equipped me with a deep understanding of how to enhance user interaction and create immersive experiences that engage and delight users. As a collaborative team player, I thrive in dynamic environments and am always eager to take on new challenges that push the boundaries of creativity and innovation.

Contact Information

Name:

Karsten Klewer

Address:

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Telephone:

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Cell Phone:

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Website:

karstenklewer.com

Email:

karstenklewer@gmail.com

Personal Information

Date of Birth:

20. November 1979

Place of Birth:

Wiesbaden

Citizenship:

German

Visa Status:

Married

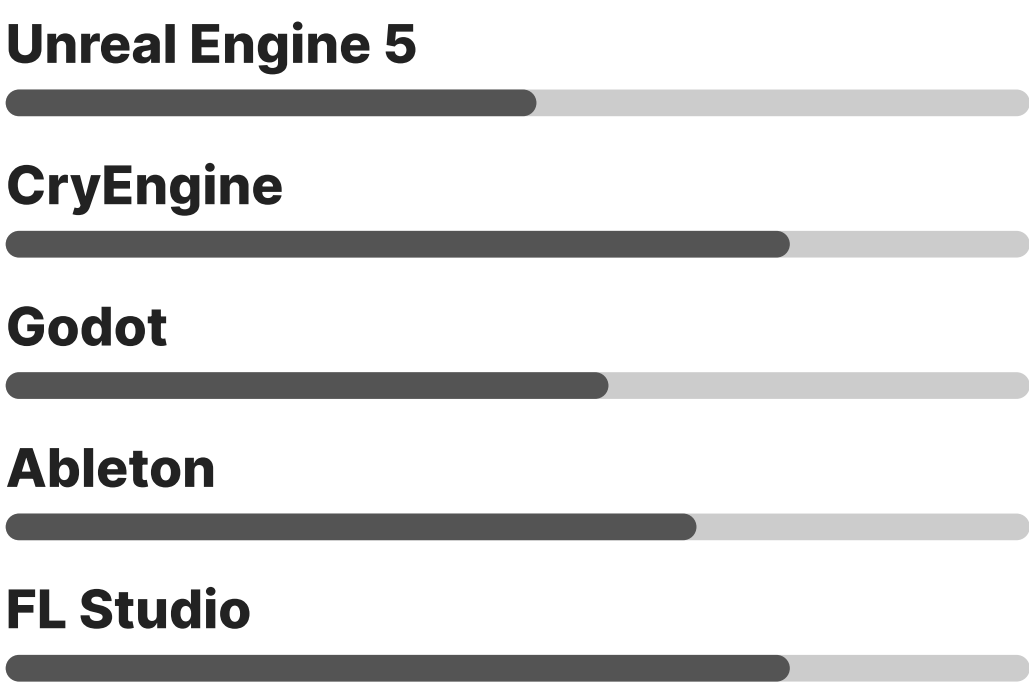
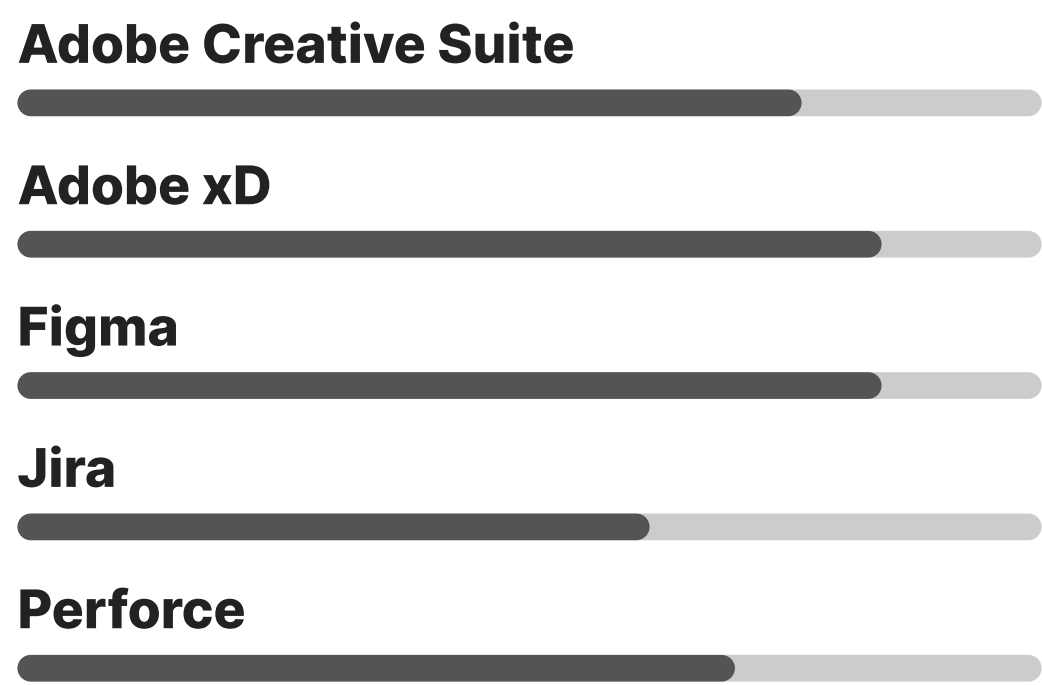
Childs:

1 Daughter, 1 Son

Sex:

Male

Software Knowledge



Skills

- Building and using Design Systems
- UX Wireframes in all fidelities
- Building interactive Prototypes
- Create Style Guides
- Visual Scripting

Hobbies

- Spending Time with my family
- Music Production (Scoring and Electro)
- Playing Computer Games
- Learning and Development (UE5)



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Projects and Work Experience



DICE (Electronic Arts)

Lead Technical UI Designer
Battlefield (Unreleased)

Managing a team responsible for implementing features in the game that align with gameplay objectives, accessibility, and technical standards. Collaborating with engineers, scripters, UX designers, and UI artists to ensure cohesive feature integration. Coordinating with development directors to estimate and prioritize tasks effectively.



Crytek GmbH

Lead UX
Hunt:Showdown

Leading and managing a team of UX designers to develop the game's menus and HUD UI, with a strong emphasis on scalability, multi-platform compatibility, and accessibility. Collaborated closely with our UX researcher to ensure the UI is tested by the appropriate audience. Personally created designs using Figma, and developed UI components with Visual Script and Adobe Flash.



Crytek GmbH

Lead UX / UI Designer
The Climb 2 (VR)

Leading the visual direction of the entire user interface, I developed comprehensive style guides and prototypes for an immersive spatial VR experience. I was involved from the initial concept phase, creating early-stage designs, to the final implementation of the UI in the software. My role encompassed ensuring visual consistency, and create designs to the unique demands of VR environments.



Crytek GmbH

Senior UX / UI Designer
VRScore™ (Sky Harbor)

From initial concepts to the final implementation of the UI for the VR benchmark, I created 3D animated motion graphics and UI elements. I also handled the complete 3D implementation, coding it using Flash and Scaleform.



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Projects and Work Experience



Crytek GmbH

Senior UX / UI Designer
Robinson:The Journey (VR)

Collaborated closely with the Art Director to craft an immersive user experience. Developed visual concepts, created interactive prototypes, and implemented the menu in software. Additionally, I designed motion graphics for the UI and created mini-games to enhance the in-world experience.



Crytek GmbH

Senior UX / UI Designer
The Climb (VR)

I joined the team for the Climb during mid-production, contributing to the creation of additional menu designs and HUD elements. Using the given style guide I've created motion graphics for the HUD elements.



Crytek GmbH

Senior UX / UI Designer
Ryse:The Son of Rome

I joined the team for Ryse during mid-production, contributing to the creation of additional menu designs and reworking the HUD. I was involved from initial concepts to the final design, and also created motion graphics for the HUD elements.



Crytek GmbH

Senior UX / UI Designer
Warface

Collaborated with UI artists and the Art Director to develop the front-end menus and establish a new UI style. Designed HUDs for various game modes, aligning with the newly defined art direction.

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Projects and Work Experience



2011 - 2013

Crytek GmbH

Senior UX / UI Designer

Crysis3

I developed the complete UX for the menus and HUD, collaborating with our Art Director to establish the visual style. Partnered with UI developers to create and implement UI components. Additionally, I designed motion graphics for loading screens and UI elements.



2009 - 2011

Crytek GmbH

UX / UI Designer

Crysis2

I developed the complete UX for the menus and HUD, collaborating with our Art Director to establish the visual style. Partnered with UI developers to create and implement UI components. Additionally, I designed motion graphics for loading screens and UI elements.



2008 - 2009

Crytek GmbH

Junior UX / UI Designer

Crysis1 Warhead

I designed the entire UX for the menus and HUD, working closely with our Art Director to define the visual style. I collaborated with UI developers to create and implement UI components and also designed motion graphics for loading screens and UI elements.



2006 - 2008

Crytek GmbH

Junior UX / UI Designer

Crysis1

I developed the complete UX for the menus and HUD, collaborating with our Art Director to establish the visual style. Partnered with UI developers to create and implement UI components. Additionally, I designed motion graphics for loading screens and UI elements.

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Projects and Work Experience



Freelance

Web UI Designer
Multiple Projects

Designed 3D-styled animated websites using Flash and 3D Studio Max. Developed Flash portfolios and interactive elements, including music and video players.



Media Markt

Technical Seller for PC Hardware

Providing technical guidance on computer hardware for home or corporate use. Assisting customers in troubleshooting software issues.



Atelco Computer

Technical Repair and Service Worker

Technical advice on computer hardware for use at home or in companies. Help in solving software problems of customers. Assembling computers from individual components to meet customer needs.



Dr. Horst-Schmidt-Kliniken

Second Level Support
Civil Service

Resolving computer or peripheral issues within a hospital setting. Installing new computers and configuring hospital networks.



Suppes GmbH

Apprenticeship as a Retail Salesperson
Retail Sales

I worked at a computer repair service station where I resolved issues with computers and peripherals, performed computer upgrades, installed software, and handled the sale of computers and peripherals.