



Marc Stauffer

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Experience

Capgemini / Digital Product Design Lead

OCT 2017 – now

Joined the founding team of an Innovation Hub as their first designer. Led design thinking phases (research, prototyping, testing) to define and solve problems with clients. Defined our user-centered design process and the service offering.

After one year: took over the functional responsibility for our UX team (6 people). Mentored junior designers, conducted performance reviews, 1:1s and interviewed UX applicants.

Biggest challenge: led the development of a new platform (concept to launch) for our client from a functional perspective in close collaboration with the PO. Team growth: 4 to 18 people after 6 months. Created alignment in the growing design team and structured the agile development process to ensure design quality. Took an active role in staffing decisions and project planning.

Capgemini / Student trainee as Business Analyst

OCT 2015 – AUG 2017

Software delivery project in an international team (Germany, India, Marokko). Learned the old way of software delivery: requirements specification, development & testing. Mainly focused on frontend.

M-Way Consulting / Student trainee

MAR 2014 – JUL 2015

Consulting agency in the area of Enterprise Mobility. Worked on workshop content, mobile security guidelines and marketing material. Helped to build a product for mobile app security checks and designed the website.

About me

- I am a creative thinker with high standards for quality and details.
- I've a bias for action, think in bets and believe in iteration.
- I'm driven to improve every day, share insights with the team and inspire colleagues to grow in their profession and as people.
- I combine perspectives from design, technology & business, and thrive at collaborating closely with the different teams.
- I like to dive deeply into problems with cross-functional teams to find elegant and honest solutions.
- I'm a strong communicator, who knows how to pitch design work.

Education

Computer Science & Media / M.Sc. Ø 1.1

STUTTART MEDIA UNIVERSITY (2015 – 2017)

Mostly project-oriented courses around UX Design, Web Development, Software Engineering & Project Management.

Mobile Media / B.Sc. Ø 1.8

STUTTART MEDIA UNIVERSITY (2012 – 2015)

Foundations in Computer Science, UX Design, Web & Mobile Development.

Economic Sciences / No degree

UNIVERSITY OF HOHENHEIM (2010-2011)

Showed me what I really want to do.

Skills

Product Thinking
UI & Interaction Design
Rapid Prototyping
Design Thinking & Sprints
Agile / SCRUM
Frontend Development

Tools & Code

Sketch, Figma
InVision, Adobe XD, Framer
Plant, Zeplin
Azure DevOps Cloud, Atlassian Suite
HTML, CSS, JS, React, Angular, Git

Honorable Mentions

Former member of the Study Commission for the study programs Mobile Media as well as Computer Science and Media at Stuttgart Media University.

