

LOUIS HERMANN

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Professional Summary

UX/UI Design student at Purdue University with hands-on experience designing digital products through professional, academic, and international projects. Focused on UI design, prototyping, and user research, with a global perspective shaped by growing up between England and Germany and speaking English, German, and French.

EDUCATION

Purdue University - West Lafayette

Bachelor's, UX Design; Minor in Psychology

• **GPA:** 3.48

August 2025 - May 2029

West Lafayette

Professional Experience

Mortgage Metrix

UI Designer

May 2026 - Present

Orange County, CA, USA

- Redesigned the core UI of an internal data intelligence platform, restructuring complex views to improve clarity, hierarchy, and navigation.
- Designed high-fidelity dashboards and interfaces in Figma for data extraction workflows, Domain Overviews, and Loan Officer directories.
- Developed a reusable component library featuring custom dark mode, modern card patterns, and standardized visual assets to create a consistent design system.
- Worked independently with minimal guidance, presenting design progress regularly and incorporating feedback to refine the platform's visual experience.

PROJECTS

WalterPicks

West Lafayette, IN, USA

January 2026 - May 2026

- UXD Experience Studio
- UI/UX Designer
- Designed social sharing concepts for WalterPicks' betting insight app, turning user interviews into shareable screenshot features for group chats and social platforms
- Analyzed Outlier, Spotify, Real, and social sharing patterns to identify engagement opportunities beyond a full in-app social network
- Prototyped Figma screens for betting odds, player data, line shopping, predictions, opponent info, and March Madness sharing flows
- Synthesized concept and usability testing feedback into iterations focused on clearer bet context, simplified stats, and reduced anxiety-inducing visuals

WonderShare

Newcastle upon Tyne, England, United Kingdom

May 2026 - June 2026

- Northumbria University
- UX/UI Designer
- Collaborated with an international team to design an AI-powered platform aimed at encouraging curiosity and engagement in classroom learning.
- Contributed to UI/UX design, ideation, user testing, and iterative design improvements through a human-centered design process.
- Translated research and user feedback into design recommendations and an interactive final prototype, refining the experience through multiple iterations.
- Presented the final prototype and design recommendations to faculty, researchers, and community stakeholders during Purdue Polytechnic's Maymester program in Newcastle, England.

Skills

- **UX/UI:** UI Design, UX Design, Interaction Design, Wireframing, Prototyping, User Flows, Information Architecture, Design Systems
- **Research:** UX Research, User Interviews, Usability Testing, Competitive Analysis, Affinity Diagramming, Journey Mapping
- **Tools:** Figma, Framer, Adobe Photoshop, Adobe Premiere Pro

Languages

- English
- German
- French