



Profile

UX/UI Designer with four years of experience creating digital products, interfaces and visual solutions. Skilled in visual research, requirements analysis and structured problem-solving. My product management background helps me translate complex business needs into practical designs and collaborate effectively across teams. I am relocating to Dublin in September 2026 to begin the MSc in Interactive Digital Media at Trinity College Dublin.

Experience

**Pags –
Independent
Product Project
Product
Designer & iOS
Developer**
2022 - Present

- Conceived and designed a **two-sided native iOS marketplace** connecting customers with independent delivery drivers.
- Integrated **Stripe** Payments with Apple Pay, Stripe Connect for connected accounts and driver payouts, and Stripe Identity for verification.
- Built supporting authentication, database and server-side functionality using **Firebase, Google Cloud Functions** and **AWS**.

**UX/UI Designer
(Freelance)**
July 2022 - Present

- Designing interfaces through **user flows, wireframing**, and interactive **prototyping**.
- Executing **visual research** and translating insights into strategic requirement specifications.
- Developing of supporting **graphic design elements** to ensure a better user experience.
- Proven track record of 20 UX/UI projects, including a perfect **5/5-star** satisfaction score.

**Product Manager
at Freenet AG**
January 2023 -
August 2026

- Responsible for digital mobile products in the acquisition segment, including product strategy and achievement of financial targets (managing a base of **300,000+ new customers**).
- Steering product development across tariff configuration, billing, offer & sales, legal, QA, and online marketing within agile teams.
- **Significant efficiency gains** (approx. 50–70% time savings) through the automation of tariff-change logic, resulting in a massive improvement in time-to-market.
- Maintained an exceptionally low error rate through a structured, analytical approach and systematic quality control.

Education

Master of Science (M.Sc.) Interactive Digital Media — Trinity College Dublin
September 2026 - approx. September 2027

Bachelor of Science (B.Sc.) Marketing & Business Studies — HAW Hamburg
2018 - 2022 (Final Grade: 2,5)

Skills & Tools

UX/UI Design: User Flows · Wireframing · Prototyping · Visual Design · Responsive Design · Persona Development · Conceptual Modelling (ERM) · Iconography, Colour Theory & Typography · Logos · Brand Identity

Tools: Figma · Jira · Framer · InDesign · Xcode · Firebase · Stripe · AWS

Product Management Skills: Quality Assurance · Digital Product Development · Requirements Definition · Agile Process Management · Interdisciplinary Coordination

Finn Goldmann

**UX/UI Designer | Incoming
MSc. Interactive Digital
Media**



Portfolio:
goldmannarts.com

LinkedIn:
linkedin.com/in/finn-gol...

Fiverr:
[Finn Goldmann](#)

Contact

Email:
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Phone:
+49 15119425509

Location:
Relocating to Dublin, Ireland —
September 2026
EU citizen · Authorised to work in
Ireland

Languages

English B2, upper-immediate

German Native