

LISA BOT

bot.c.lisa@gmail.com

www.lisabot.nl

Berlin, Germany

Interdisciplinary UX Designer and New Media Artist with expertise in experience design, user interface design, and the intersection of technology and art. Skilled in creating immersive digital products, interactive environments, and engaging installations. Proven ability to manage and deliver complex projects, seamlessly integrating technical, practical, and theoretical elements to achieve innovative results.

PROFESSIONAL EXPERIENCE

2024 - present

New Media Artist Studio Saze
(Berlin, Germany)

Co-founder of Studio Saze. Directed, managed and produced immersive installations and interactive sculptures. Participated in various festivals and exhibitions.

2022

Junior UX Designer FYTA GmbH
(Berlin, Germany)

Maintenance of the website, digital assets and creation of PR material. Strategically planned and managed product advertising and communications with team.

2020/2021

UX Design Intern Jungle Minds
(Amsterdam, Netherlands)

Collaboration on projects for ABN AMRO and SUMM. Performed user research, usability testing and client meetings. Implemented design principles and proposed new designs.

2020/2022

Digital Designer Lisa Bot Design
(Amsterdam, Netherlands)

Worked with clients as JBBX, Cool-Spot and Schrijfzon. Managed planning, production and deliverables. Delivered digital assets, visual workbooks and explanatory animated videos.

2020

UX/UI Design Intern Fleks
(Amsterdam, Netherlands)

Creation of a design system. Design of dashboard, registration flow and booking system. Implemented responsive design principles.

EDUCATION

2021/2024

MA New Media Design University of Europe for Applied Sciences (Berlin, Germany)

2021

Certificate - Designing Services & Products with AI Provided by Royal College of Arts London
(Berlin, Germany)

2017/2021

BA Communication and Multimedia Design University of Applied Sciences Amsterdam
Minor in User Experience Design (Amsterdam, Netherlands)

SKILLS

Design Research Methodologies. Exhibition Design. Audio-Visual Installations. Interactive Art. Extended Realities. Performance Art. Human Computer Interaction. Product Design. Storytelling. Data Visualisation. User-centred Design. Information Architecture. Graphic Design. UX/UI Design. Design Systems. Usability Testing. Agile Working Methods. Motion Design.

TOOLS & TECHNOLOGIES

Adobe CC. Figma. Framer. Webflow. Wordpress. Arduino. Sketch. Miro. Notion. Trello. Jira. InVision. HTML/CSS/JavaScript. C++. Python. TouchDesigner. Ableton Live. Max/MSP. Microsoft Office.

LANGUAGE

Dutch: Native

English: Fluent (C1)

German: Intermediate (B2)

EXHIBITED

2024 **Chimaera Festival** Studio Saze (Klingelmuele, Friedland)

2024 **48 Stunden Neukölln** Studio Saze (Cafe Fincan, Berlin)

2023 **Hexastrata** Group Exhibition (Monopol, Berlin)

2023 **Manifest:IO – Symposium for New Media + Electronic Art** Group Exhibition (Alte Münze, Berlin)

2023 **The Seasons of 2088** Group Exhibition (Berlin)