



I am a logically thinking Interaction Designer who provides profound knowledge in the field of User Experience; trained by experts in the field of mobile applications, WAP-portals and User Interfaces at Iconmobile Group my skillset includes Information Architecture, Usability Research and evaluation. Educated by MIT and RCA graduates at the Berlin University of the Arts I am also capable of rapid prototyping in the field of application programming and electronic circuits. I am experienced in working within in agile team as well as on my own initiative.

- Work**
- 08 - 11 2009 Concept Lead in the field of mobile social media at Iconmobile Group Berlin. My tasks in this project were to coordinate the IA/UX team and to develop Web and Mobile concepts for Du Telecommunications, Dubai.
 - 06 - 07 2009 working as an freelance Infomation Architect for Iconmobile Group in the field of User-Experience at Vodafone Global. My tasks in this project were to develop use cases for Vodafone's 360 device as well as to conduct usability testing.
 - 2005 - 2009 working as a Freelancer including projects for Tochter und Soehne, Deutsche Oper and Maraworld (Festival Internacional de Benicàssim, Valencia, Spain)
 - 2006 - 2008 working at Taylor Nelson Sofres Berlin in the field of business to business communication

- Skills**
- Software: Photoshop, Indesign, Illustrator, Dreamweaver, MS-Visio, Omni Graffle, MS-Office, Flash, Premiere, After Effects, Maya, Ableton Live, Wavelab, Eclipse, XAMPP, LaTeX
 - Hardware: experienced in building electronic circuits mainly based on the prototyping platform Arduino, basic PCB-etching techniques, laser cutting techniques
 - Code: Java, J2ME, OpenGL, Processing Programming Environment including Processing Mobile, HTML, CSS, PHP, Javascript

Personal Projects	Go Out and Play	A design concept for mobile phone games which enables the user to trigger In-Game-Events by performing actions in the physical world: http://www.s-albrecht.com/work/go-out-and-play/
	BIOSed Dice	A physical random number generator for various board games which uses data captured from the physical world to modify the result of a dice: http://www.s-albrecht.com/work/biosed-dice/
	View all:	http://www.s-albrecht.com/
Education	03.2009	Diplom Designer, The Berlin University of Arts
	2003-2008	Studies of Interaction Design / Visual Communication at the department of Design, Institute of Time Based Media at The Berlin University of Arts, with Prof. Joachim Sauter and Prof. Jussi Ängeslevä
	2001-2002	Studies of History at Dept. of History and Cultural Studies at Free University Berlin
Interests		Interaction design, Research, Sustainability, Music Production, Micro communities, Little Big Planet, Spore, Crayon Physics, playful experiences and gaming on the run
Language		german (native), english (fluent)