

# raphael wennmacher

## user experience & development



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### WORK

#### Founder & Product Engineer

Munich 2025 - today

Convert & Compress [🔗](#) • raffi.studio

Designed and shipped a native macOS app in Swift handling everything from user research and UX to development, App Store release, and marketing.

#### User Experience Consultant & Lead

Munich 2024 • 4 months

OnePager GmbH • raffi.studio

**Research & Strategy:** Conducted competitive analysis and proposed strategic solutions while mentoring TUM students on design systems implementation.

**Product Architecture:** Redesigned the user flow and concept for an LLM-powered political document creation tool, establishing a Radix-based component library for scalable development.

#### UX Design Lead

Munich 2022 - 2024

EML Sports Innovations • raffi.studio

**Leadership & Systems:** Leading and mentoring a UX team of 3 designers while establishing a comprehensive component library with Storybook integration, working in close partnership with development teams.

**Product Design:** Architected the visual design, user flows, and information hierarchy for a pioneering soccer player investment platform, incorporating user research insights and business requirements into the core product experience.

**Strategic Direction:** Provided strategic guidance to C-level executives and department heads, helping align design decisions with business objectives while ensuring optimal user experience across the platform.

[+ more](#)

### ENGAGEMENT

#### Founder & Co-Lead

Munich 2024 - today

LMU Developers [🔗](#) (Student Council Technology Department) @ LMU

**Project:** Developed the backend infrastructure using Python FastAPI in a Docker environment, implementing REST API [🔗](#) services and server-side data processing for Munich Students App. Created comprehensive design system and interface concepts [🔗](#) for the Flutter-based frontend, ensuring intuitive user experience across multiple platforms.

#### Keynote Speaker

Augsburg 2023

Future Stage @ Sparkscon • The Next Generation of UX Design [📺](#)

### EDUCATION

#### Human Computer Interaction • Master of Science

Grade 1.2 2023 - 2026

Ludwig-Maximilians-Universität Munich

**Thesis:** The Co-Pilot Dilemma: Balancing Transparency, Trust and Cognitive Load of Agentic Voice Assistance (1.0) [📄](#) • In cooperation with BMW Research

**Focus:** Experience Design, Artificial Intelligence and Game Dev

**Projects:** Interactive visualization of German public transport data, built as a scrollytelling experience using Svelte and GSAP (1.3) [🔗](#) • OpenAI-powered smart bin with iOS app for automated waste sorting and analytics tracking (1.0) • Created an Unreal Engine escape game simulating Munich's Sendlinger Tor subway station (1.0)

#### User Experience Design • Bachelor of Science

Grade 1.7 2019 - 2023

University of Applied Sciences Ingolstadt

**Thesis:** Development of consistent and intuitive gestures for controlling smart home devices (1.0) [📄](#)

**Projects:** Designed a CPR training app for children and instructors, including expert consultations, prototype iterations, and promotional video production [📺](#) (1.0 & first place) • Developed a Flutter-based music app connecting emerging artists with listeners, featuring tree-planting incentives, complete with Firebase backend and research-driven UX design through stakeholder interviews [📺](#)

### SKILLS

#### Product Design

Human Centered Design • Design Systems • Figma • DesignOps • Accessibility • Interaction Design • Usability Testing • Rive • ProtoPie

#### Development

Python • Swift • HTML • CSS • Git • Three.js • GSAP • Flutter • Dart • Firebase • Unreal Engine • FastAPI • Docker • Webflow • Storybook

#### AI and more

AI Engineering • Blender • Adobe Cloud • Davinci Resolve • Raspberry Pi

#### Languages

German • English • (Spanish, Korean)

### SEMESTER ABROAD

#### Korea • Seoul National University

Grade 1.0 2025

Graduate Program: Technology Management, Economics and Policy Program • Transcript [📄](#)

### PAPERS

#### Co-Author • Master Thesis

2026

"What Are You Doing?": Effects of Intermediate Feedback from Multi-Step Agentic LLM Assistants • CHI [🔗](#)

#### Co-Author

2023

Providing Explainability in Safety-Critical Automated Driving Situations through Augmented Reality Windshield HMIs • ACM [🔗](#)

### COMPETITIONS

#### HackaTUM

2023

Technical University of Munich • HelloFresh [🔗](#)

#### ETH Munich

2022

Technical University of Munich • Blockchain Hackathon

#### Neuland CTF

2022

University of Applied Sciences Ingolstadt

1st place of 32 participants

### CERTIFICATIONS

#### Procedural Animations in Unreal Engine 5

2024

Lincoln Margison • Udemy [🔗](#)

Algorithmically generated motion in real-time for human like game characters.

#### Flutter & Dart

2023

Maximilian Schwarzmüller • Udemy [🔗](#)

Crossplatform programming