

# Benedikt Schnupp

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## Frontend Developer & UX/UI Designer

### Profile

Code-first Product Designer & Design Engineer based in Berlin with 7+ years of experience across interfaces, digital products, design systems, frontend prototyping, motion and AI-supported workflows. Portfolio: benediktschnupp.com

I combine TypeScript, React, Next.js, React Native, JavaScript and HTML/CSS with Figma, accessibility, visual craft and 3D-aware interaction design. I enjoy turning complex product ideas into user flows, reusable components, polished prototypes and maintainable UI structures for professional tools.

### Skills

**Frontend:** HTML/CSS, JavaScript, TypeScript, React, Next.js, React Native, Responsive UI, Component-based UI, Code-first Prototyping

**UX/UI & Design:** Figma Components, Auto Layout, Prototyping, Design Systems, UI Patterns, Component States, Accessibility/WCAG, 3D/Canvas UI, Iconography

**Tools:** VS Code, Figma, Photoshop, Illustrator, After Effects, Blender, Rive/Lottie, GSAP, Framer Motion, Design QA

**AI-supported Workflow:** Claude Code, Codex, MCP servers, ChatGPT, AI prototyping, agentic coding support, structured documentation

**Process:** Lean UX, Scrum, Kanban, Cross-functional Collaboration, Design QA, Technical Trade-off Communication, Remote Collaboration

**Product & Research:** Information Architecture, User Flows, Wireframes, Research, Benchmarking, Usability Testing, Complex Product Workflows

### Professional Experience

#### Senior UX/UI & Motion Designer, PREMIUM-GRUPPE

03/2024 - Present

- Conceptualises and designs applications and product surfaces using Figma, After Effects and code, including research, user flows, components, states, JavaScript, Claude Code and MCP servers.
- Works across product, editorial, marketing, development and sales, translating ambiguous requirements into polished prototypes, components and clear implementation decisions.
- Develops modular design systems for WELT, N24, Politico and Business Insider across web, apps, social media, TV and VR contexts.
- Builds AI-supported workflows with Claude Code, Codex and MCP servers, reducing file search, naming and handoff time by around 50%.

#### UX/UI & Motion Designer, PREMIUM-GRUPPE

12/2019 - 02/2024

- Designed components, states, typography grids and layouts for reusable templates and automatable pipelines across web, apps, social media, VR and TV.
- Defined microinteractions with Lottie, Rive, GSAP and Framer Motion to improve clarity, feedback and orientation across product surfaces.
- Created assets and interface structures with a strong focus on typography, spacing, clear information hierarchy and recognisability.

#### Freelance React Developer & UX/UI Designer

02/2017 - Present

- Designs and develops responsive interfaces using TypeScript, React, Next.js, React Native, JavaScript and HTML/CSS.
- Translates Figma components, wireframes and prototypes into clear, maintainable UI structures for web, product and code-first prototype formats.
- Designs accessible user interfaces based on WCAG principles, including typography and font-size rules as well as relevant DIN/ISO standards.
- Researches and designs user-centered design systems and interaction patterns for complex digital and spatial formats.

### Education

#### Bachelor of Arts Media Management & Communication Design

Hochschule für Medien (now SRH Berlin)  
2015 - 2019, Berlin, Germany

#### General University Entrance Qualification (Abitur)

Waldgymnasium Westend  
2008 - 2014, Berlin, Germany

### Languages

German (native)  
English (C1)

# CV