



# Salim Al-Sughayar,

UI/UX & Mediendesigner

Passionate designer with a strong eye for detail, creating visually compelling and functional user experiences. Skilled in a wide range of design tools and methodologies, with experience across multiple industries. I bring a versatile, solution-driven approach and a solid technical foundation, supported by over a decade of experience with Windows systems and working knowledge of macOS and Linux. Constantly learning, tech-savvy, and motivated by a deep interest in programming and computer science.

## CONTACT

+49 151 52395105  
salim@alsughayar.com  
salim.alsughayar.com  
82110, Germering

## LANGUAGES

German: native  
English: C1

## SOFT SKILLS

Cross Team  
Communication

Client Relationship  
Management

Stakeholder  
Communication

## Experience

### UI/UX & Marketing Assistant

x-dream-distribution GmbH  
October 2021 - Present  
Remote & Munich, GERMANY

- Responsible for conceptualizing, designing, and refining user interfaces for web-based software applications and internal tools.
- Developed cohesive visual concepts for web, print, and marketing materials, all harmonized within the company brand language.
- Collaborated closely with developers to ensure accurate implementation and a consistent user experience.
- Further development of the company's brand identity by creating and maintaining consistent designs.
- Worked closely with marketing, development, and management teams to deliver user-centered design solutions, accurate implementation and a consistent user experience

### Media Designer – Internship

Media Performance GmbH  
February 2021 - October 2021  
Munich, GERMANY

- Edited raw footage using Adobe Premiere Pro and created motion graphics in After Effects to enhance storytelling and visual appeal.

### Media Designer – Internship

Der Kleine Schreiber  
March 2018 - August 2021  
Munich, GERMANY

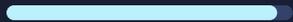
- Began working with Adobe Photoshop, Illustrator, and InDesign, building a strong foundation in professional graphic design tools and workflows.
- Gained practical experience in typography, composition, and print preparation, learning how to transform creative ideas into tangible designs.

## SKILLS

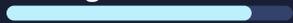
Photoshop



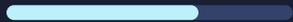
Illustrator



InDesign



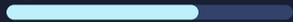
Premiere Pro



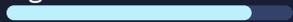
After Effects



XD



Figma



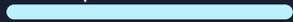
Word



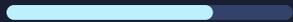
Excel



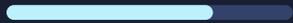
Powerpoint



HTML



CSS



JS



## Education

### IU International University

Bachelor of Arts in Media Design

Minor: User Experience

Munich, GERMANY

- Completed a dual study program in cooperation with x-dream-distribution GmbH, combining academic education with hands-on professional experience in design and media production.
  - Bachelor's Thesis: High-Quality Magazine Accompanying Physical Music Formats – explored how collectible magazines can enhance the appeal of physical music releases, including the concept and design of VRSD (Versed), a limited-edition music magazine.
-