



Philipp Jeroma

Design Lead & Product Designer



Profile

Since 2007 I have been on a design adventure that has led me to a systematic and strategic design approach, with which I work on solutions for short and long term goals. Holding my focus on solving the right problems while balancing business goals with user needs. And btw...I'm a huge nerd and meme lover.

Key Skills

Hardskills

- Experienced in creating, maintaining, and working within design systems
- Knowledge in Motion Design
- Knowledge in HTML, CSS, & JS
- Used to work within cross-functional teams /
- User-centered design approach

Softskills

- Holistic design view
- Solution-oriented
- Self-challenging
- Experienced in leading smaller design teams
- Curious about new technologies

Speaker

- Into Design Systems Community Meetup Berlin
May 24, @Miro Berlin

📞 +49 163 44 29 304

✉ philipp.jeroma@gmail.com

📍 Leberstraße 80,
10829 Berlin, Germany

🔗 jeromantik.de

Pass: M4nfr3d777

🗣️ Natively spoken language:
German

Fluently spoken & written:
English



Experience

Juni. 2022 – Today

Lead UI Designer &

Design Ops

Europace

- Owned and managed the company's design system, ensuring consistency and scalability.
- Led UI design across a multi-product ecosystem at an operational level.
- Enabled and mentored product designers, fostering skill growth and collaboration.
- Facilitated cross-team alignment to deliver a cohesive and holistic user experience.
- Developed OKRs and KPIs to measure and drive product experience success.
- Aligned and directed strategic design decisions at a corporate level.
- Defined and implemented product design principles to guide and optimize design outcomes.

Jan. 2020 – Jun. 2022

Senior Product Designer

Europace

- Led end-to-end design within a cross-functional team, from concept to delivery.
- Designed and tested prototypes, developing rough and refined concepts for new features.
- Pitched new projects and effectively presented results to stakeholders.
- Contributed to process development, project management, and design system growth.

Aug. 2016 – Dec. 2019

Lead Designer

LocalBranding

- Recreated the agency's rebranding and builded up the agencies design system .
- Provided design direction for a small team, ensuring quality and consistency on a tight budget.
- Led client workshops, pitched new projects, and communicated results effectively.
- Managed process development and project management

Sept. 2013 – Sept. 2016

SinnerSchrader Swipe

Visual Designer

- Working on several projects on mobile UI and UX design.
- Developed style guides, design specifications, prototypes, and click-dummies.
- Presented results to stakeholders and facilitated client workshops.

Nov. 2007 – Aug. 2013

Datenlotsen

Art Director

- Worked on UI/UX for the main product across web and rich client platforms.
- Customized product designs to meet client requirements.
- Presented results to clients and delivered detailed design specifications for development.
- Developed the corporate design

Ju1. 2006 – Aug. 2013

Freelance

Graphic & Web Designer

- Crafted corporate design manuals, product brochures, and branding assets, including logos and CD artworks.
- Designed and coded websites in HTML/CSS
- Building Interfaces for video games.
- Created wireframes, prototypes, click-dummies, and motion design elements, including video editing.
- Produced promotional materials such as posters and digital assets.

