





# Lisa Matzner

## DATA ANALYST

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## SKILLS

### Techniques

Explorative Data Analysis  
Data Cleaning & Preprocessing  
Descriptive Analysis  
Diagnostic Analysis  
Predictive Analysis  
Prescriptive Analysis  
Data Visualization  
Linear Regression  
Non-Linear Regression  
Clustering  
Time Series Analysis  
Predictive Modeling

### Languages

German (Native)  
English (Fluent)

### Software

Excel  
Tableau  
Jupyter Notebook  
PostgreSQL  
Adobe CC  
Powerpoint  
Figma & Sketch

### Programming

Data analyst with over 10 years of diverse design experience, that utilizes a creative and curious approach to problem-solving and developing customized solutions. Eager to apply the unique combination of skills to the data analytics field and take on new challenges.

## WORK EXPERIENCE

### Freelance Interdisciplinary Designer

August 2019 - now | Berlin

- Collaborated with clients to identify design challenges and opportunities in various interdisciplinary fields.
- Applied user-centered design methodologies to develop intuitive user interfaces, game ideas, and visual designs.
- Achieved project goals by utilizing effective communication, problem-solving, and organizational skills.

### Junior UX/UI Designer | Lakehaus Inc.

August 2018 - July 2019 | Berlin

- Designed and developed a mobile app that allowed users to connect and interact by playing games and chatting.
- Worked as part of a startup team, taking on responsibilities such as designing and implementing user interfaces, creating click prototypes, and devising simple game concepts. Organized and participated in user testing, evaluating its results to improve the app.
- Gained valuable experience in UI/UX design, prototyping, and user testing, contributing to the development of a unique mobile app. The user testing helped to identify potential issues and opportunities for improvement, resulting in an optimized and improved product.

### Quality Assurance Intern | Deadalic Entertainment

October 2016 - February 2017 | Hamburg

- Challenged to identify and report software defects by developing and executing comprehensive test plans for video game software across multiple platforms.
- Took action to collaborate with game developers and producers to ensure the timely resolution of issues, resulting in a 25% decrease in bug reports and increased user satisfaction.
- Achieved impactful results by documenting and sharing QA best practices with team members, leading to improved testing efficiency and reduced game development time.

### Media Designer - Digital & Print | Power Design & Print

August 2008 - September 2013 | Parchim

- Created effective promotional articles and advertising campaigns for SMEs in the digital and print media space.
- Utilized Adobe CC and other industry-related programs to design and produce high-quality media content, working closely with clients to ensure their specific needs and goals were met.
- Increased client satisfaction and successful campaign outcomes, while gaining professional experience and improving organization and teamwork skills.

## EDUCATION

### Data Analytics Certification | CareerFoundry

September 2022 - Graduated February 2023 | Berlin

### BA Game Design | University of Applied Sciences Berlin

October 2013 - Graduated September 2017 | Berlin