



**Benjamin Münster**

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### Softwareskills

Figma	■ ■ ■ ■ ■
Photoshop	■ ■ ■ ■ ■
InDesign	■ ■ ■ ■ ■
Illustrator	■ ■ ■ ■ ■
ChatGPT	■ ■ ■ ■ ■
Midjourney	■ ■ ■ ■ ■
Confluence	■ ■ ■ ■ ■
Jira	■ ■ ■ ■ ■

### Languages

German	■ ■ ■ ■ ■
English	■ ■ ■ ■ ■

### Portfolio-Website

benjamin-muenster.de

Stuttgart, 14.07.2025

## Work experience

08/2018 - 07/2019  
12 months

### WORKING STUDENT

#### Lebherz Kommunikation

Creation of print products such as exposés and advertising banners for large-format printing in the field of architecture.

09/2019 - 02/2020  
6 months

### INTERNSHIP

#### Bosch Connected Industry

Planning and conducting user interviews, as well as designing digital prototypes and print materials to support user-centered work.

03/2020 - 08/2020  
6 months

### WORKING STUDENT

#### Central Department Robert Bosch GmbH

Further development of the company's corporate design and digital style guide.

05/2022 - 09/2023  
17 months

### JUNIOR SCREENDesigner

#### Points GmbH digital agency

Creation and maintenance of multiple style guides in Figma. Development of design concepts for websites and digital applications.

10/2023 - 09/2024  
12 months

### WORKING STUDENT

#### Points GmbH digital agency

Design of user interfaces based on various Figma style guides.

10/2024 - 06/2025  
9 months

### WORKING STUDENT

#### Porsche

Planning and conducting user interviews, as well as designing the user interface of an internal logistics application.

## Education

2005 - 2013

**GENERAL HIGHER EDUCATION ENTRANCE QUALIFICATION**  
Hohenlohe Gymnasium Öhringen

09/2013 - 08/2014

### VOLUNTARY SOCIAL YEAR

#### Evangelical Lichtenstern Foundation

Work in a day care facility for people with physical and intellectual disabilities.

09/2014 - 07/2017

### SCHOOL-BASED VET

#### Heilbronn Academy for Communication

Degree as a state-certified graphic designer.

09/2017 - 02/2022

### BACHELOR OF SCIENCE

#### Stuttgart Media University

Bachelor of Science in Mobile Media (B.Sc.) with a focus on design, user experience and game design.

10/2023 - 06/2025

### MASTER OF ARTS

#### Stuttgart Media University

Master of Arts in Digital Design (M.A.) with a focus on Human-Centered Design and product conception.