

Leonardo Weinreich

Philosopher & Interface Designer

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Halle/Leipzig

German (native), English (C1 certified)

Book: Rationale-Philosophie.de

Portfolio: be.net/wnrch (personal projects)

Experience

From 2023

Ulysses, Leipzig – Senior UI Designer

Writing App for Mac, iPad & iPhone with probably the highest interface design standards in its market, which is regularly in the spotlight of Apple and the Apple community. Together with the founder, I am involved in the creative development at all levels.

2021 – 2022

Capgemini, Berlin – UX/UI-Designer

Capgemini is one of the leading IT service providers and consulting companies. Here I worked as an individual designer or in teams with other designers in various internal projects and in external projects for the police.

Participation in the design and creation of a mobile app and web app for the police (BW), together with Apple UX designers as part of an *Apple Enterprise Design Lab*

NRW Police analysis platform for object and case information

Web app with visualizations of internal business data

Boehringer Ingelheim Website – UX Expert Review, competitor research, pain points, UX recommendations

Disaster management & civilian aid – Concept and prototype for a pitch to the Federal Office for Civil Protection

2021

Mindable Health, Berlin – UX/UI-Designer

2019 – 2020

Mindance, Leipzig – UX/UI-Designer

2020

Freelance – UX/UI-Designer

2017

detektor.fm, Leipzig – Internship, Editorial

Education

From 2025

Leipzig University – Bachelor Philosophy

2023

University of Malmö – Semester abroad with Erasmus+

2020 – 2024

University of Applied Sciences Potsdam – Bachelor Interfacedesign

2015 – 2019

Martin-Luther-University Halle – Bachelor Media and Communication + Basics Economics

2014 – 2015

Leipzig School of Design – Design Pre-study

2005 – 2012

Klosterschule Roßleben, High School