

# Marie Spreitzer

Sr. Interaction Designer

Dublin, Ireland  
spreitzermarie@gmail.com  
[mariespreitzer.com](http://mariespreitzer.com)

## PROFILE

Sr. Interaction Designer with 4+ years designing AI-adjacent products in finance, healthcare and enterprise, where bad UX isn't just annoying, it's a compliance risk. Trusted by cross-functional teams to lead end-to-end experience on sensitive, high-stakes systems and ship it through scalable design systems. Known for turning ambiguous briefs into precise interaction logic that engineering can actually build.

## EDUCATION

**MFA Interaction Design**  
Umeå Institute of Design  
2022 - 2024

**BA Interaction Design**  
CODE University  
2018 - 2021

**Fundamentals of Software Development**  
TU Dublin  
2025 - 2026

**Soft Skill Coach**  
Institut für Jugendbildung  
2016 - 2018

## SKILLS

**Product & Interaction**  
IA · User flows · Prototyping · Design systems · Accessibility · Data-heavy UX

**Design-to-Code**  
HTML/CSS · Python · Dev Mode · Component governance · Handoff workflows

**AI & Data**  
Explainability concepts · Model reasoning · Data storytelling

**Research & Facilitation**  
Interviews · Workshops · Usability testing · Cross-team alignment

## EXPERIENCE

**The Dock, Accenture · Sr. Interaction Designer · Aug 2024 - Present**

- Owned end-to-end UX across 3+ enterprise platforms (healthcare, finance, AI tooling), establishing interaction specs and high-fidelity prototypes as the single source of truth, cutting design/engineering misalignment by ~35%.
- Designed explainable AI interfaces that made model outputs and risk signals readable to non-technical operators, reducing decision friction in high-stakes workflows.
- Built design system foundations (responsive components, variables, Dev Mode handoff) that cut rework cycles by ~30% and improved build accuracy across delivery teams.
- Bridged engineering, data science, behavioural science and PM on 3+ ambiguous AI projects, translating undefined requirements into interaction specs that unblocked builds.

**Spotify · Design Researcher & Product Design Intern · Jun 2023 & 2024**

- Shaped early AI-assisted triage tooling from blank canvas to validated prototype, enabling advisors to handle high-volume, sensitive information with measurably less cognitive load.
- Led cross-functional discovery (research, data science, product) that defined the strategic direction of an internal AI tool before a line of code was written.
- Delivered stakeholder playbacks that surfaced risks, edge cases and usability tradeoffs upfront — preventing expensive downstream fixes across a team of ~12.

**Accenture Song · Junior UX Designer · Jun 2021 - Aug 2022**

- Designed mobile product flows for a regulated finance client, translating compliance requirements into accessible experiences that passed legal review on first submission.
- Contributed reusable interaction patterns that reduced inconsistency across 6+ complex multi-screen journeys.
- Resolved feasibility conflicts with client stakeholders and engineering before they became handoff blockers.

**Mercedes Benz · UX/UI Working Student · May 2019 - May 2021**

- Documented behavioural edge cases across a 4-platform ecosystem, directly feeding cross-platform interaction alignment decisions.
- Built component-level documentation that maintained design consistency across 12 product teams.

