Nicole Baster

Creative content designer specializing in structure, hierarchy, and clarity for complex digital and print publications.

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PROFESSIONAL EXPERIENCE

Nov 2022 - present
New York, USA

UNITED NATIONS DEVELOPMENT PROGRAMME
Print and Digital Designer
Lead the end-to-end design of flagship UNDP publications, including the Strategic Plan 2026–2029 and the Annual Report, delivering clear, structured, publication-ready digital and print outputs for high-visibility institutional communications.

March 2021 - Dec 2023
Vienna, AT

FREELANCE DESIGNER
UI/UX and Graphic Designer
Delivered brand development, digital and print design work for a diverse client base, including long-term collaborations with Red Bull Media House.

Dec 2021- Jun 2022
New York, USA
(remote)

UNITED NATIONS DEVELOPMENT PROGRAMME
Graphic Designer | Internship
Designed digital and print communication materials within the Bureau of External Relations and Advocacy, contributing to reports, infographics, and branded assets in line with UN standards.

Feb 2019 - Jul 2019
Salzburg, AT

VALANTIC AUSTRIA
UI/UX Designer | Internship
Produced UX deliverables based on client requirements, applying user-centered design methodologiesin an agency environment.

Sep 2018 - Jan 2019
The Hague, NL

CREATIVE DOCK
User Experience Architect
Contributed to UX research and early concept development for a FinTech startup, supporting product definition through user flows and experience concepts

EDUCATION

Sep 2019 - Oct 2021
St. Pölten, AT

ST.PÖLTEN UNIVERSITY OF APPLIED SCIENCES
Digital Design (Dipl.-Ing., equivalent to MSc)

Master Class Graphic Design
pass with distinction

Sep 2020 - Jan 2021
Zlín, CZ

TOMÁŠ BAŤA UNIVERSITY IN ZLÍN
Semester abroad

Visual Arts | Multimedia Communication Faculty

Aug 2018 - Jan 2019
The Hague, NL

THE HAGUE UNIVERSITY OF APPLIED SCIENCES
Semester abroad

Communication and Multimedia studies

Aug 2017
Oulu, FI

OULU UNIVERSITY OF APPLIED SCIENCES
Summer School "App Farm"

Collaboration with the startup Pint Please, conducting UX research and evaluation and contributing to the development of a gamification concept.

Sep 2016 - Sep 2019
St.Pölten, AT

ST.PÖLTEN UNIVERSITY OF APPLIED SCIENCES
Media Technology (BSc)

Digital Media Computing specialization
pass with merit

SKILLS

DESIGN
InDesign · Illustrator
Photoshop · After Effects

UX & WEB
Figma · HTML/CSS

LANGUAGES

German | C2
native

Czech | C2
native

English | C1
fluent

Polish
good conversational skills