

Working Student UX Design & Research (all genders)

At [Wikimedia Deutschland e.V.](#), we help create, collect, and distribute free knowledge.

In 2004, volunteer Wikipedia activists founded the non-profit association Wikimedia Deutschland in Berlin, which now consists of over 110,000 members and 190 full-time staff.

Free knowledge leads to a fairer world. [Wikipedia](#) is the most important online knowledge collection of our time. The German Wikipedia alone records almost 1 billion page views per month for a total of 3 million articles. We - Wikimedia Deutschland e. V. - support the volunteers of Wikipedia and its sister projects, such as Wikibase, develop free software, and advocate for free access to knowledge, the opening of education and research, and more common good orientation in data policy.

For our **UX Team**, based in **Berlin**, we are looking for a **Working Student UX Design & Research (all genders)**, part-time (18 - 20 hours / week), ideally **starting 01.08.2026** or sooner. As this is a working student position, this contract is **limited to two years**.

This position is designed as a **hybrid** working model with regular presence in our **Berlin** office.

About the position & the team:

This role as **Working Student UX Design & Research** (all genders) is part of the UX team, which currently counts eight team members (UX Designers and UX Researchers). You will collaborate and support various cross-functional teams and work closely with their Product Managers and UX Researchers to identify key problems and ideate and deliver high-quality, inclusive, and accessible solutions.

The mission of the UX team is to build an understanding of our users and their needs which will be translated into the journeys built in our different products. We aim at creating a better understanding of knowledge equity and to design digital experiences that empower users to contribute to the Wikimedia movement, no matter their background or ability.

What you will be doing:

Design & Prototyping Support

- You will support the design of user interfaces for various features across our 4 [Linked Open Data](#) product teams by creating and iterating on wireframes, mockups, and interactive prototypes
- You will support in preparing design assets and documentation for developer hand-offs.

UX Standards & Process Development

- You will assist in developing and documenting team-wide UX standards and guidelines and in creating and maintaining reusable design templates to streamline workflows.
- You will be involved in research and support in developing best practices!

User Research & Documentation

- You will support the planning and execution of qualitative and quantitative user research and in documenting interview sessions and usability tests for different product contexts.
- You will help synthesize research findings into clear, actionable reports and artifacts.

Knowledge & Research Ops

- You will assist in maintaining the central research repository to ensure insights are findable and in organizing and tagging existing research data to improve team-wide knowledge sharing.
- You will support the standardization of research recruitment and participant management.

This is a learning environment. Depending on your skills and interest you could also support in **further tasks** such as

- aligning communication between the 4 different product teams, assisting in preparing workshops or design sprints as well as conducting desk research.

What makes you right for this role:

- You are a student enrolled in a degree programme in a design related field such as Interface or Interaction Design, or a similar field such as Innovation, Computer Science, etc.
- You have a strong interest in software development, UX design and/or user-centred product development and you would especially like to work in product design for software and Linked Open Data products.
- You have a strong interest in UX processes, especially in building the tools and standards the team uses.
- You're familiar with design systems and have experience applying and establishing internal design principles collaboratively.
- Being proficient in Figma is essential for this role.
- Ideally you already have some experience with conducting or supporting user research and other evaluation methods as well as designing and prototyping journeys.
- Next to your verbal communication abilities, you use your written and visual communication skills to present your research plans and findings, as well as rationalizing your designs to various stakeholders within your project.
- You can communicate in English on a professional level, knowledge of German is a plus but not a requirement.
- You have a UX design portfolio ready to show and are able to add it to your application.

Interested?

Please send us your application documents (Resume & Motivational Letter) and ideally a link to your portfolio via our job portal **until 24th May 2026**. We kindly ask you to refrain from application photos and information on date of birth, marital status and parents.

Wikimedia Germany is committed to equal opportunities and does not discriminate on the basis of, for example, ethnic origin, citizenship, religion or belief, political or other convictions, gender, age, disability, or sexual identity or orientation. We would like to address you in the way which feels most comfortable for you so please share your preferred name and pronouns if you wish.