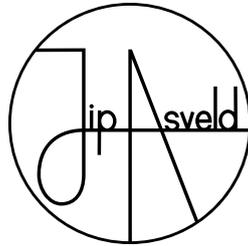


# Interaction & UX Designer



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## EDUCATION

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*Note: both studies were very practical and project-oriented. Often, work had to be done with clients, users and other stakeholders. That is why I go into detail regarding the most relevant projects.*

### Interaction Design Master of Science

Malmö University

SEPT 2017 - JULY 2019

**Collaborative Media** This project was carried out for the *BUFF film festival*. In a team of four designers, I **co-designed** an interactive installation together with a group of children through weekly **design workshops**. We went **from idea to execution**, constructing the final installation for the *Family Saturday* event.

**Play and Ludic Interaction** In this group project, we designed a set of networked toys and the accompanying app. I was **responsible for the final prototype**, while as a team we:

- Used **ideation, concept development** and **prototyping**, over several **iterative** cycles.
- Conducted **user tests** with the prototypes, to develop our design based on **user insights**.

### Industrial Design Bachelor of Science

Eindhoven University of Technology

SEPT 2010 - FEB 2014

**And Action!** I participated individually in a project organized by the company *DigiFit*. The challenge was to design an app to motivate young adults to become physically more active.

- I **ideated** and **developed the concept** for this challenge.
- I created **site-maps, user flows, wireframes** and a **final high-fidelity prototype**.
- I conducted a **design workshop** and various **user tests** to validate the concept.

The app I designed was **selected as the best solution** amongst the project participants. Two years later, I got the chance to **present it** during a side event of the *Games for Health* conference.

**Most relevant courses:** User Focus & Perspective Basics — User Research Methods — From Ideas to Concepts — Interaction Between Dynamic Form and Culture — Business Modeling — Product Platforms and Roadmapping

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## EXPERIENCE

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### UX Designer

Invisua Lighting (Intern)

FEB 2013 - JUN 2013

I **designed a web-app** to control *Invisua*'s newly developed, versatile LED spots. The goal in this project was to **design for optimal usability** and a **seamless user experience**—focussing on both the overall **information architecture** and the **interactions** with the interface specifically.

- I applied **design thinking** to develop many potential solutions.
- I created **wireframes** and **prototypes** for a great variety of interface alternatives.
- I conducted **user research**, by interviews, observations and usability tests.
- I **analysed, synthesised** and **evaluated** the obtained user insights.

All this was done in an **iterative** way, to **create my final design solution**. My result was **developed as the Create web-app**, which is currently still in use by *Invisua* and its clients.

### Lighting Designer

Freelance

FEB 2015 - JUN 2016

I **designed and realized lighting solutions** based on the specific needs and wishes of my clients. In addition, I experimented with diverse ways to interact with and control light. During this freelance job, I got more skilled in working with **various technologies, tools and materials**.

### Web Designer

Freelance

APR 2016 - JUL 2017

Because of a growing desire to design digital interfaces, I shifted focus from lighting design towards **web design and development**. During this transition, I learned myself basic web development skills and got more experienced with digital prototyping and design tools. As a freelance web designer, I **designed, developed and launched various websites** for my clients.

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## SUMMARY

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I am an **Interaction and UX designer**, with nearly 10 years of experience designing interfaces. I am specialized in **prototyping** and **UX research**.

To me, **designing is essentially a problem-solving activity**. I use design to define, explore and solve problems.

During a project, my added value is in applying **design thinking**, in navigating the **design process** and in **selecting methods** based on what the project requires. I believe that **design is about the methods, tools and processes** used to create and validate solutions.

As a designer, I have a passion for **technological innovation** and **increasing the usability** of interfaces. Moreover, I am fascinated by **how people experience and interact with** everyday things.

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## COMPETENCIES

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### Core Skills

- UX research
- Design thinking
- Rapid prototyping
- Iterative design
- Creative problem-solving
- Co-design
- Front-end development
- Teamwork

### Tools

- Figma, Adobe XD
- InVision, Marvel
- HTML, CSS
- Javascript
- Arduino, Processing
- Adobe CC
- Pen & Paper

### Personal Traits

- Analytical
- Empathic
- Open-minded
- Curious
- Pragmatic
- Structured
- Creative
- Proactive
- Hands-on
- Quick learner