HENDRIK VAN DE BRUGGEN

Portland, OR | 503-939-3126 | mail@hendrikv.com | LinkedIn | Portfolio

Senior UX Designer

Highly creative User Experience Designer with nearly 14 years of total experience. Leverages user research and design best-practices to turn ideas from sketches or wireframes into high-fidelity prototypes. Committed to raising the design competency of technical teams creating a positive design culture. Familiar with core design technologies.

CORE COMPETENCIES

- User Experience Design
- Competitive Analysis
- Heuristic/Usability Analysis
- User Research/Interviews

- Team Leadership
- Information Architecture
- Wireframing
- Prototyping

PROFESSIONAL EXPERIENCE

User Experience (UX) Designer | *a.i. solutions* – Portland, OR   2020 – Present
- Lead UX analysis, designs, and discussions for improvements in FreeFlyer, an orbit modeling tool
- Provide creative direction and guidance in usability along with sharing ideas for upcoming tools
- Ideate potential product enhancements for future tools through rapid prototyping in Figma
- Host design workshops, design book club, and design seminars to increase design acumen of the team
- Drive creation of a design culture which had not existed previously keeping processes highly collaborative

Senior UX Designer | *CBT Nuggets* – Eugene, OR   2019 – 2019
- Partnered with chief stakeholders to define design for the many present and future services and solutions
- Spearheaded a visual and user experience rebranding effort in collaboration with the design team
- Developed user flows and prototypes for projects including dashboard to search and discovery features

UX Designer | *PayPal via AustinCSI* – San Jose, CA   2017 – 2018
- Operated cross-functionally with design leads and stakeholders on projects related to GDPR and growth
- Consulted on UX and UI strategy to reimagine current designs and create low to high fidelity mockups
- Audited signup flows in global markets for GDPR compliance and refined mobile user signup flows
- Performed competitor analysis and conducted user interviews for research and intelligence purposes

Design Lead | *Pad Mapper* – Mountain View, CA   2015 – 2016
- Led redesign of UX and UI for Android and iOS apps and first responsive version of PadMapper.com
- Responsible for defining and redefining flows and creation of mockups, prototypes and redline specs

Design Lead | *Sweetness Technologies, Inc.* – Mountain View, CA   2014 – 2015
- Guided discussions surrounding competitive analysis, user flows, mocking up wireframes, and polishing UI
- Effectively communicated product design to developers and rapidly iterated on UP producing IA diagrams
- Took concepts from initial design through to production by participating in product design discussions
- Interfaced with front and back-end engineers to deliver product specs and assets as needed
- Oversaw user experience to ensure final UX was simple, straight forward, and elegant

Lead Designer | *CorporateCloud.TV* – Santa Clara, CA   2014 – 2014
- Worked closely with two-person engineering team to solve real-world problems in video production
- Stewarded discussions around design to create innovative, intuitive, and ultimately helpful tools

- Created visual assets and storyboards for the UI of a live video editing/POI marking web application
- Aided in design of back-end engineering infrastructure to guarantee seamless and intuitive front-end UX

ADDITIONAL EXPERIENCE

Designer | *Zenmeet*

UX Intern | *Puppet Labs, Inc.*

Family Room Specialist | *Apple, Inc.*

FREELANCE EXPERIENCE

UX Designer | *Freelance*   2013 – Present

Clients include Rockslide Analytics, Surface1 Sports, Pad Mapper, inc., Sweet.io, Cisco via Capgemini and Hunter & Crab, 90Seconds.tv, Shop Force, Checkbook.io, Eat This Much, Inc., and DXM & Tapshot, Inc.

EDUCATION

Pre-Med Coursework | *Columbia Gorge Community College, University***,** Dalles, OR

TECHNICAL SKILLS

Figma | Sketch | HTML5 | CSS3 | Microsoft Office Suite | Slack | Zeplin | Invision | Adobe Photoshop