

ARJEN VAN GAAL

Designer with developer experience.

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EDUCATION

Fontys University of Applied Sciences

Class of 2018 | Eindhoven, Netherlands
BASc in Information Technology & Media Design
Majors in Product Design and Mobile Dev.
Honors student, Cum Laude graduate

Eckart College

Class of 2011 | Eindhoven, Netherlands
Higher General Secondary Education
Economics & Society

SKILLS

User-centered design
User research
Prototyping
Sketch
Invision and Atomic
Adobe Creative Suite
Blender (3D design)
HTML and CSS
Javascript (incl. React, React Native)
PHP and MySQL
Google and MS Docs
English and Dutch language

RECOGNITIONS

Global Supply Chain Hackathon 1st prize

August 2017 | Los Angeles, CA
Designed the 'Twinkle' integration product that converts supply chain data between two systems through data pattern recognition and self-learning, saving 80% of manual data entry.

Brains Award '17 Viability Award recipient & Fontys University ICTalent Awards finalist

April 2017 - Jun 2017 | Eindhoven, Netherlands
Designed the 'Guardian' support app focused on kids between 6-18 to help and discuss personal problems with voluntary professionals that are matched to them, based on culture, language, background, and relevance to their problem.

EXPERIENCE

Goin — Product Design Manager

Jun 2018 - Present | Barcelona, Spain
Managing the product design of a investment-backed fintech app. Daily tasks include product strategy, product requirements, product specifications, prototypes, UX and UI design.

Goin — Frontend & UX Developer

Feb 2018 - Jun 2018 | Barcelona, Spain
Developed the frontend of a fintech app, using React Native and MobX, enabling users to connect their bank and save and invest money automatically to achieve their personal goals.

Recowork — Product Lead & Co-Founder

Jul 2017 - Jan 2018 | San Francisco, CA
Co-led the creation of a Angelhack '17 finalist startup company, with main focus on product design, project management and frontend development.

EPIA — Lead 3D Content & Co-Founder

Jan 2012 - Dec 2017 | Remote
Managed an international remote team of 3D artists, graphic designers, and developers to create functional 3D game content, as well as designing some myself.

Bynder — Frontend Development Intern

Sep 2016 - Jan 2017 | Barcelona, Spain
Developed the frontend of an integration tool, using ReactJS and Flux, enabling users to have their digital assets (saved in Bynder) available and uploadable within other platforms.