ARJEN VAN GAAL

A senior product designer with development experience.

www.arjenvangaal.com
arjenvangaal@gmail.com
+34 6 111 584 00

SKILLS

Skilled in user research, user-centered design, prototyping, data-driven decision making, and project management.

Tools I use and master are Figma, Sketch, Adobe Creative Suite, and Blender 3D.

Experience in programming with Javascript (incl. React & React Native), PHP, and HTML/CSS.

I speak Dutch and English at a native level, and starting to get the hang of Spanish (B1).

RECOGNITIONS

Polkadot '23 Winter Hackathon - 3rd Prize
Jan 2024 | Hong Kong, China
Designed 'PlanetDAO', a web3 platform that gives communities a platform where they can be fair and transparent to their members, through easy creation of decentralized autonomous organizations (DAO).

Zencon '22 Hackathon - Winner (B2B)
Jun 2022 | Playa del Carmen, Mexico
Designed 'DeMeterGift', a web3 platform focused on fundraising as a service with NFT auctions along with full transparency on what the raised money is used for.

HLTH '19 Hackathon — 2nd Prize
Oct 2019 | Las Vegas, US
Designed 'Helder', an app that focuses on quick and easy healthcare by taking care of your medical claims and showing transparancy in which parties have access to your medical data.

WyoHackathon '19 Blockchain — Winner
Aug 2019 | Laramie, US
Designed 'The Power Trader Challenge', an interactive webgame focused on educating elderly people how the blockchain technology of Green's shareable electricity works.

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

EXPERIENCE

Actimo (Kahoot!) — Sr. Product Designer
Feb 2021 - Present | Barcelona, Spain
Leading the product design for a new learning format that's complementary to the (well known) Kahoot! quiz.

Bloobirds — Product Designer
Dec 2019 - Feb 2021 | Barcelona, Spain
Led the product design of a web platform focused on driving B2B sales, while co-facilitating the transition to an agile way of working. Work included user research, prototyping, UX/UI design, design system management, creating specs, QA, and co-guiding 2 development teams.

Goin — Product Design Lead
Jun 2018 - Sep 2019 | Barcelona, Spain
Led the product design team for a B2C fintech mobile app. Work included user research, prototyping, UX/UI design, frontend, product & design specs, and managing the design system.

Goin — Frontend & UX Developer
Feb 2018 - Jun 2018 | Barcelona, Spain
Developed the frontent of a finance app using React Native and MobX, to enable users to link their bank and save and invest automatically.

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

EPIA — Head of Design & Co-Founder
Jan 2012 - Dec 2017 | Remote
Managed an international remote team of 3D artists, graphic designers, and developers to create sellable 3D game content, as well as designing some myself.

Bynder — Frontend 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 available in other platforms.