

ARJEN VAN GAAL

Product designer with development experience.

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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 Docs and MS Docs
Native level of Dutch and English

RECOGNITIONS

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

St. Francis Healthcare Hackathon — 2nd Prize
July 2019 | Cape Girardeau, Missouri, US
Designed 'Avy', an app to support elderly people with cardiovascular problems through medicine reminders, exercises, a journal, and data sharing with stakeholders. Connected to Google Home.

Global Supply Chain Hackathon — 2nd Prize
August 2017 | Los Angeles, California, US
Designed 'Twinkle', a web app that translates supply chain data between systems through data pattern recognition and self-learning, saving 80% of manual data entry.

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

Goin — Product Design Lead

Jun 2018 - Present | Barcelona, Spain
Managing the product design of a fintech app. Work includes user research, prototyping, UX/UI design, frontend, creating product & design specs, and managing Goin's design system.

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 — Design Lead & Co-Founder

Jul 2017 - Jan 2018 | San Francisco, California, 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 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.