



## Contact

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## Skills

- **Design Tools:** Figma (Auto-layout), Adobe Suite, Sketch, Firefly AI, Lottie
- **Prototyping:** High-fidelity Prototypes, Interaction design, Iterative design
- **User Research:** Business Analysis, (On-site) User testing, A/B testing
- **Design Systems:** DesignOps, Component Libraries, SDX
- **Technical skills:** Angular, HTML, CSS, VS Code, Git
- **Bonus skills:** Photo/Video editing, Animation, Motion design

## Languages

- **Dutch:** Native
- **English:** Professional working
- **German:** Passive

## Portfolio

www.cinewillem.nl (Photo/Video focused)






# Willem van der Pijl

UX/UI Designer & Business Analyst



## About Me

I am a UX/UI designer with three years of professional experience in UX/UI. Prior to that, I worked as a Software Engineer for two years. The combination of technical knowledge and design skills means I can be a bridge between the technical world and the business world, effectively communicating with developers about technical possibilities. Additionally I love videography & animation. Useful for explainer videos or web based Lottie animations.

## Experience

-  Jul. 2021 - Present  
**Swisscom** • UX/UI Designer & Business Analyst  
Recently, I focused on transforming customer-oriented and logistic processes for Physical Swisscom stores. Collaborated closely with the business side and provided detailed feedback to Software Engineers by personally running and inspecting the build solution. I conducted valuable on-site user testing whenever possible.
-  Jul. 2019 - Jun. 2021  
**NGTI** • Full-Stack Developer  
Working with modern JavaScript frameworks like Angular and Vue I was able to play a part in developing customer facing web applications. I was also able to utilize my skills as a motion designer by animating and implementing expressive Lottie animations.
-  Feb. 2019 - Jul. 2019  
**NGTI** • Graduation Intern Software Engineer  
This internship was focused on my Graduation Project Sketch2Vue, building a Sketch plugin that could automatically convert designs from Sketch into Vue components. This meant I had to go in-depth with Developers and figure out their way of working within Vue.js.
-  Aug. 2017 - Feb. 2018  
**Plexsys B.V.** • Intern Web development & UX/UI Design  
Worked at Plexsys B.V. as a designer and software engineer for Degree-n, creating user flows for their products and enhancing the user experience with Motion design.
-  Okt. 2016 - Jul. 2017  
**Microsoft** • Talent Engineer  
.NET C# Web development for start-ups connected to the Microsoft Young Talent program.

## Education

-  2015-2019  
**Rotterdam University of Applied Sciences**  
**Bachelor**, Computer Science
-  2018 - 2019  
**Rotterdam University of Applied Sciences**  
**Minor**, Game Design & Development