

# Curriculum vitae Pieter Nijs

06.11.1976 - Kortrijk

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Living together with Lize.  
Father of two: Titus (6) & Jack (4)

Sport/Leisure Activities: Kids & friends /  
Ultimate Frisbee / technology adept /  
Music & Concert lover

*A committed and enthusiast user-centered designer with a passion for mobile, animation and playful interfaces. Multidisciplinary, team player, perfectionist. Gets satisfaction in working together and getting things done.*

## WORK EXPERIENCE

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2015 | **FOLD**

### *Freelance UX / UI / Designer*

I finally took the leap and became a freelance professional. Now for hire for all UX, IA, UI & digital design work. I would love to pass by and present myself and my portfolio.

2012 - 2015 | **FAMOUS**

### *UX / UI Designer*

Three years ago I chose to focus purely on user-centered design and information architecture. I was involved in all phases of the design and development process. I loved creating apps, mobile websites & responsive solutions.

JOB DESCRIPTION:

- Functional analysis
- User research / Creating user personas
- Defining user stories / use cases
- Information architecture
- Creating low and high fidelity wireframes
- Creating and testing prototypes
- Reviewing during graphic design and development phase
- Creating and performing user tests
- Creating animation / transition examples
- Experience with scrum / agile development projects

2010 - 2012 | **FAMOUS**

### *Lead Developer / Creative Technologist*

Around 2010 a lot of new technologies emerged and there was a trend of using these new technologies and crossovers in campaigns. Famous started adding technologists to the creative teams.

JOB DESCRIPTION:

- Working together with creation to come up with creative and cutting edge ideas.
- Reviewing and optimizing creative ideas for digital projects
- Following the latest trends in creative coding / crossovers between digital and real-world technologies.
- Presenting the newest technologies / interactive cases to the creative department.
- Graphic design for digital projects
- Flash development
- Building/optimizing our flash development framework

2007 - 2009 | **LG&F**

### *Interactive designer / Frontend developer*

I was hired by LG&F (now Famous) to bring their (small) interactive department to a higher level. I introduced a new development methodology and built an Actionscript programming framework.

JOB DESCRIPTION:

- Graphic design for mostly digital projects
- Frontend development (Actionscript / HTML+CSS / PHP)
- Educating/coaching the development team.
- Building our first Flash development Framework

## LANGUAGES

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Dutch (mother tongue)  
English (excellent)  
French (very good)  
Italian / German (notions)

## TOOLSET

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Pen & Paper  
Sketch  
Adobe Illustrator  
Adobe Photoshop  
Adobe Indesign  
Adobe After Effects  
Flash & Actionscript  
FDT  
Flash Builder  
Axure  
Omnigraffle  
Balsamiq  
Google Analytics  
P.O.P. prototyping app  
Invision

2005 - 2007 | **GROUP94**

### *Interactive designer / Frontend developer*

Group94 used to be one of the most renowned award winning webdesign agencies in Belgium. Group94's highly acclaimed work covered all business sectors from arts and architecture to media, advertising, institutional, and many more. Clients included Carl De Keyzer, Magnum Photo Agency, Annie Lennox, Electronic Arts, Adidas, Studio Brussel, Mortierbrigade and many more. Group94 was known for its minimalistic and functional Flash websites.

JOB DESCRIPTION:

- Creating navigation concepts
- Intelligent preloading systems for high bandwidth portfolio websites
- Graphic design
- Flash development

2001 - 2004 | **FLINK**

### *Interactive Designer / Frontend Developer*

Flink is a small design agency based in Antwerp with a focus on brand design.

JOB DESCRIPTION:

- Graphic design for digital projects
- Frontend development (HTML / Flash)

1999 - 2001 | **EBITEC**

### *GUI Architect / Product Design*

Ebitec was a small internet startup that developed wireless services for fleet management.

JOB DESCRIPTION:

- Product development / GUI design
- Graphic design for digital projects
- Frontend development (HTML / Flash)

## AWARDS & PUBLICATIONS

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We won several prizes in both national (CCB Awards) and international (Eurobest, Cannes Lions) advertising award competitions. During my flash design years (group94 and Famous) we won three FWA's for websites I designed / created. FWA used to be the most renowned industry recognised internet award program. A lot of the work we did for Flink was published in internationally recognized magazines and design books

## EDUCATION

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2013 | **NAMAHN**

### *Mobile design*

Short training about the intricacies of designing software for mobile solutions. .

1999 | **HOGESCHOOL ANTWERPEN**

### *Master Industrial design*

Multidisciplinary master course with a focus on design / technical feasibility and economic potential of the proposed solutions.

1997 | **BRUNEL UNIVERSITY**

### *Erasmus exchange to London (UK)*

Six month exchange to Brunel University. Degree in digital electronics. Design courses by James Dyson (Dyson vacuum cleaner)

1994 | **O.-L.-VROUWECOLLEGE HALLE**

### *ASO Sciences + Maths (8)*