

# Resume

# Floris Jansen

## Work experience

- 2012-now      **Freelance web developer and designer**  
Programming, coding and digital/print design; client communication  
Clients: e.g. KLM ([klm.com](http://klm.com)), CWI ([cwi.nl](http://cwi.nl)), NIOO-KNAW ([nioo.knaw.nl](http://nioo.knaw.nl))
- 2021          **Graduation design intern** at City of Amsterdam/Energie Lab Zuidoost  
Making sustainable renovations more inclusive ([graduation.fmjansen.com](http://graduation.fmjansen.com))
- 2020-2021    **Design intern** at Hike One ([hike.one](http://hike.one))  
Service, interaction and visual design, client communication
- 2018-now    **Service Desk employee** at Delft University of Technology  
IT support, ERO (BHV)
- 2018-now    **Workshop facilitator** at the Faculty of Industrial Design Engineering  
On topics like spread design, logo design, visualising your personal identity
- 2018-2019   **Chair** of Faculty Student Council  
Leading meetings, managing and supporting other members in improving the education and facilities of our faculty
- 2019        **Participant in Flight Case** ([flightcase-delft.com](http://flightcase-delft.com)), case trip to Japan  
Solving cases with four Japanese corporates
- 2016-2017   **Full-time board member** at ID (study association, [svid.nl](http://svid.nl))  
Member's administration, committee guidance and event planning. Earlier on, I was part of the PR committee and magazine 'Turn The Page'
- 2014-now    **Volunteer and board member** at Scouting Oost 1  
Treasurer of the board, group leading, IT assistance and grounds upkeep

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## Education and diplomas

2018-2021	MSc <b>Design for Interaction</b> at Delft University of Technology
2014-2018	BSc <b>Industrial Design Engineering</b> at Delft University of Technology <i>With an exchange minor at University of Lapland</i>
2008-2014	Secondary education (VWO) at Cygnus Gymnasium
2013	Cambridge English: Advanced certificate, level C2 Proficiency
2000-2008	Primary education at O.B.S. De Octopus

## Skills

<b>Design</b>	Circular product/service design, qualitative interviews, contextmapping, service design, UX/UI, usability testing
<b>Documenting</b>	Photography, videos, visualising, (copy-)writing in English and Dutch
<b>Project management</b>	Setting priorities, leading meetings, giving constructive feedback, presenting, keeping stakeholders up-to-date, budgeting
<b>Software</b>	Adobe CC (Illustrator, InDesign, Photoshop, Lightroom, After Effects, Premiere Pro), Sketch, Figma, Protopie
<b>Web development</b>	HTML, CSS, JS, PHP, Python, Git, Nginx, WordPress, Next.js
<b>Physical prototyping</b>	Basics of Arduino, soldering, circuiting, 3D-printing, turning and milling