Willem van der Pijl

UX/UI Designer & Business Analyst

Contact

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📍 Hardinxveld-Giessendam, Netherlands

🎂 28-11-1996

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)

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