Jeremy Swinnen — Résumé

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## About me

My name is Jeremy Swinnen, 28 years old and I'm living in Antwerp, Belgium. I'm a product designer and creative developer focusing on building apps and web experiences for a multitude of platforms.

I've been designing and building websites for over 10 years now and have a good foundation of common patterns and web principles. Since the launch of the iPhone, I've also been designing apps for the platform. Besides design, I've been expanding my coding skills to become a better designer.

## Skills

When designing, I strongly focus on whitespace, typography, and layout. To me, content always comes first, and I prefer function over form. I have a keen eye for detail and, when designing for a particular OS, I strongly adhere to the guidelines of that platform to provide a great experience to the user.

While I'm primarily a designer, I'm also capable of working together with developers and coding my designs using valid HTML and CSS.

### TEAMPLAYER

I'm good at listening to other members of the team, while at the same time voicing my opinion or thoughts on the matter. I have experience with working together in a multilingual team as well as in a remote environment.

### DESIGN TOOLS

I have experience with a variety of design tools. My tool of choice if Figma due to its versatility, but can work with Sketch, Adobe XD, Adobe Photoshop, and Adobe Illustrator.

### PROTOTYPING

During the design process, I often create interactive prototypes of my designs. These prototypes help me figure out if the flows I designed work, and they can serve as a helpful tool to developers during the process.

**FRONT-END DEVELOPMENT**

I believe a great designer should have some sense about what's possible on the technical front of things. I went a few steps further by learning myself HTML, CSS, and a bit of Javascript so I am able to code my designs myself.

I like to develop using a component-based approach where I can split up bigger projects into highly flexible modules. For bigger projects, I architect a pattern library to make it easy for other members of the team to work on the project.

Technologies I'm experienced with include: Git, Sass, Liquid, Nunjucks, JSON, Jekyll, Eleventy, Wordpress, and Magento.

## *Selected work*

Over the past few years, I had the privilege to work with people from all over the world on some amazing projects.

**SCORECARD** — 2018-2019
In collaboration with Lickability, I created a fun and intuitive way to keep score while playing games with friends & family.  I designed a clean and playful UI with a focus on reachability. Architected a design system that could be used across a wide range of resolutions and devices.

More info: jeremyswinnen.com/work/scorecard

**REALO** — 2014-2015
Joining this Ghent-based startup as the first designer on the team, my job was to create a design system flexible enough to be used on a variety of platforms. The website had to reinvent the way people search for their next home as well as provide convenient and powerful tools for real estate agents and brokers.

More info: jeremyswinnen.com/work/realo

**HELPPER** — 2018
The team at Helpper reached out to me to design a native experience that fits right into their existing style guide. The primary goal of the app was to provide an intuitive way to use the Helpper platform while on the go. It had to be designed with a tremendous focus on accessibility because of the nature of the target audience.

More info: jeremyswinnen.com/work/helpper