

About me

Age: 28

Country: Antwerp, Belgium (relocation or remote work possible)

Languages: English, Dutch, French (a bit)

Experience: 10 years with 7 years professionally

Skills

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 is 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

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

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

SHELF — 2017

Designing a virtual shelf for storing frequently used documents that need to be accessed at all times.

More info: jeremyswinnen.com/work/shelf

FW4 — 2016-2017

As part of my time at FW4, I was tasked with the challenge of redesigning the online identity of real estate broker, Immo Brown.

More info: jeremyswinnen.com/work/immobrown

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

DIABETIK — 2013-2015

I worked together with Nial Giacomelli on creating a delightful user experience for people who suffer from diabetes.

More info: jeremyswinnen.com/work/diabetik