Simon Vandereecken

FREELANCE
UX DESIGNER & FRONT END

PROFILE

28 y.o ux designer & front end developer with a focus on digital branding and developing user experiences.

CONTACT

Rue Victor Hugo 194 B-1030 Schaerbeek

www.vandereecken.me

WORK EXPERIENCE

UX & WEB DESIGNER @ ORANGE BELGIUM

October 2012 - September 2016

Define & evolve designe guidelines in line with Communication

Department: propose digital solutions and evolutions to answer at the best to the customer needs.

Day to day **website evolutions**: create and deploy new commercial actions in **coordination** with Online Sales and Marketing Department

Information Architecture & UX: Use of heatmaps, A/B testing, analytics, customer analysis, customer paths to improve the overall experience of the website and increase sales.

PROJECT MANAGER & DESIGNER @ PILLOWS FACTORY

April 2012 - October 2012

Develop new identities based on **client briefing**: create logo proposals and brand identities, follow up with several services providers to ensure the **best quality delivery** to the final clients, work on developing an identity that suits the needs and purposes of the client. Propose **convergent experiences** with fully **responsive websites** and automated systems.

WEB DESIGNER & SOCIAL MEDIA @ SERIAL DESIGNERS

February 2011 - February 2012

Develop new WordPress website for client needs, based on client briefing, meetings and feedback. Develop a **centralized plugin & parent theme** system, to ensure a quick and **efficient** update and a seamless experience to every client website. Develop social media **strategies** based on previous experience on viral actions.

LANGUAGES

FRENCH

ENGLISH

DUTCH

Mother language

Good

Basic, a bit rusty

EDUCATION

GAMIFICATION & DESIGN THINKING FOR BUSINESS

August 2013 & September 2014

Improve business based on design thinking methodology, implement gamification in a business strategy

GRAPHIC DESIGN @ LE 75

September 2007 - June 2010

Graphic design learning: how it works, psychology, typography, art history, rules, advertising, ...