# Peter Koenders | UI/UX Designer

I'm a versatile UI/UX designer originally from a traditional graphic design background and transitioned into digital, web design and front-end development. I support digital accessibility, am curious and enjoy working with creative and integration teams on diversified digital projects with professionalism, integrity and care.

Likewise, I collaboratively plan, design and deliver crafted solutions.

- · UI/UX design process
- · Estimating & proposal review
- · Iterative wireframing & prototypes
- · Build & maintain design systems
- HTML templates & components

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# **Work Experience**

# **Contractor - Designer**

Nov 2020 - Aug 2021

#### My Life My Voice

In my role as a designer/developer and website manager for MLMV. I built a multilingual, accessible website and progressive web app.

# Responsibilities

#### Design

Design of web templates and components adhering to Web Content Accessibility Guidelines (WCAG) 2.1.

#### **Development**

Used GatsbyJS v3+ (JAMStack) framework, HTML, SCSS, JavaScript, React, Theming and Styled components to build static, progressive web app with locale experience (English, Te reo Māori + other). Prismic CMS to source content via GraphQL.

## **Contractor & Volunteer**

Jun 2019 - Aug 2020

### Sustainable Solutions, Non-profit and personal projects

Contract and volunteer work on a range of projects as a design professional and front-end developer.

#### **Design Lead - Contract**

Jun 2018 - Aug 2018

#### Vodafone, Auckland, New Zealand

As a Design Lead working with the content team, I was accountable for a range of UI design tasks.

#### Responsibilities

## · Digital brand update

Enhance portions of the Vodafone NZ public website and execute a digital brand update.

# · Design

Re-design web pages, journeys, components and adhere to brand guidelines. Deliverables included design files and components, presented for a range of screen sizing and collaboration with stakeholders.

# **Templates**

Created template designs and components to be consistent, work independently and together as a whole.

# **Design systems**

Designed, built, and managed pattern libraries and style guides for design teams to use consistent components from a shared source.

# **Senior Digital Designer**

2004 - 2018

#### Datacom Systems Limited, Auckland, New Zealand

As a Senior Digital Designer in the Digital Experience Team, I developed essential digital skills and worked with multiple teams and environments. I was accountable for various UI/UX, graphic design tasks and front-end development.

#### Responsibilities

#### Estimating and proposal review

I defined design efforts for delivery. Review project plans and proposals and make suggestions where I could add value.

### · Design

I was a designer for a range of projects, both restrictive and customer-facing. Deliverables included design files, templates and prototypes. Iterative wireframes to clarify requirements components and functionality. Flows, scenarios and design options. I built and managed atomic design systems.

#### HTML prototypes

I created semantic and accessible HTML/SCSS prototypes and templates.

#### **Projects**

#### · Customer-facing websites

Design and HTML deliverables for Air New Zealand, Bayleys, NZ Lotteries, Ballance, Spark, Fisher & Paykel Finance, Auckland Airports and Aon Insurance.

#### · Micro-sites and module add-ons

Analysis, flow, wireframe and design work for Chorus, Spark and Auckland Airports.

#### · Web applications

UI/UX design and HTML deliverables for internal Cloud Services and Payroll applications. External application for Australian Red Cross Blood Service for their Organ Management System used by scientists and medical professionals.

### · Customer portals

Design and HTML deliverables for Kotahi Logistics. A customer portal for container order, tracking and management.

### Intranets

Design and HTML deliverables for an internal intranet for Datacom. UI Design for Bupa Health. Integration with Microsoft CRM and Salesforce.

#### · Graphic design

I created and managed print material for internal projects and prepared and composed collateral for internal and external research, analysis, and sales presentations.

#### · Internal innovation hackfests

I participated in annual internal innovation hackfests. I made myself available as a design professional, mentor for graduates.

#### Web & Print Designer

2001 - 2003

#### London Centre of Contemporary Music, London, United Kingdom

The LCCM and the London College of Creative Media employed me to design their website. I also worked with their integration team to build their Student Management System. Other tasks included; logo design, print materials, course brochures, posters and stationery.

#### **Designer**

1996 - 2001

#### Contract UI Designer, London, United Kingdom

I worked for various design agencies across London in multiple roles, including; UI design for interactive TV, Air New Zealand livery and British Telecom, where I was designed the UI for a child-safe web browser.

#### Designer

1994 - 1996

# Designer, Megabyte/Terabyte, Auckland

I worked as a multimedia designer on a range of interactive projects.

# **Education**

**Web Accessibility** 

**Deque University** 

2021 - Present day

I received a scholarship to participate in online digital accessibility courses.

Introduction to digital accessibility

Victoria University

2020

Exploring digital accessibility and what it takes to ensure online content is accessible.

Graded: A-

**Diploma of Computer Graphic Design** 1992 - 1994 Whanganui School of Design, Whanganui, New Zealand

Three-year Diploma of Computer Graphic Design.

I delivered an interactive design and typography project for the final year.

# Volunteer

**Designer** 

impactNPO

2016 - 2018

I attended several weekend hackathons - UI Design, HTML/CSS/JavaScript for NPO.

# **Interests**

Interests I keep a garden, grow vegetables, make chilli jam, listen to vinyl, play the guitar, create DIY tasks and personal digital projects.

