

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.

I work collaboratively to 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

In my role as a Senior Digital Designer in the Digital Experience Team, I developed essential skills. I worked with multiple teams and environments. I was accountable for a range of UI/UX and graphic design tasks and hand in 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**

Create and manage print material for internal projects, 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 and two times winner for design.

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 employed to design 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

2021 - Present day

Deque University

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

Introduction to digital accessibility

2020

Victoria University

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

2016 - 2018

impactNPO

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.

