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 Developemet. 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 in a collaborative manner to plan, design and deliver crafted solutions.

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

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Work Experience

Contractor - Designer
Nov 2020 - Jan 2021

My Life My Voice
Working as a designer/developer for MLMV, I built a multilingual and accessible static website and progressive web app. I used GatsbyJS as the HTML/CSS/JS framework and used Sanity for a headless CMS.

Responsibilities

- **Design**
  Design of web pages and components ensuring Web Content Accessibility Guidelines (WCAG) 2.1 are adhered to.

- **Development**
  Used GatsbyJS (JAMStack) framework to build static, progressive web app and multilingual user experience (English, Māori + other). Used Sanity CMS to source content via GraphQL.

Contractor & Volunteer
Jun 2019 - Aug 2020

Sustainable Solutions, Non-profit and personal projects
Contract and volunteer work on range of projects as a design professional and front-end developer.

Design Lead - Contract
Jun 2018 - Aug 2018

Vodafone, Auckland, New Zealand
In my role 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. Ensured brand guidelines are adhered to. Deliverables included design files and components, presented for a range of screen sizing and collaborate 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 indispensable skills. I worked with multiple teams and environments. I was accountable for a range of UI/UX, graphic design tasks and had a hand in front-end development.

Responsibilities

- **Estimating and proposal review**
  Defined design efforts for delivery. Review project plans and proposals and made suggestions where value could be added.

- **Design**
  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. Built and managed atomic design systems.

- **HTML prototypes**
  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, wire-frame 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 ordering, tracking and management.

- **Intranets**
  Design and HTML deliverables for 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. 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 a variety of 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
Multimedia designer on a range of interactive projects.

Education

Web Accessibility
2021 - Present day

Deque University
Received 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.

Delivery of an interactive design and typography project for final year.

Volunteer

Designer
2016 - 2018

impactNPO
Attended several weekend hackathons - UI Design, HTML/CSS for NPO

Interests

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