



## 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 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 as a headless CMS.

#### Responsibilities

- **Design**  
Design of web pages, journeys, 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 and 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

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### **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.

## Interests

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

