QA'ID JACOBS

UX & PRODUCT DESIGNER

PRO. SKILLS

UX Strategy and Research
Information Architecture
UX and Interaction Design
UI Design
Visual Design
HTML and CSS
Presentations
Public Speaking
Language: English (native)
Language: French (fluent)

PERS. INTERESTS

Writing
DJ'ing
Snowboarding
Basketball
Photography
Capoeira

EDUCATION

BACHELOR OF MUSIC,
MAJOR IN MUSIC BUSINESS

New York University ('95 - '99)

CONTACT

✉ working.qaid@gmail.com

🧭 https://qaidjacobs

SOCIAL

🐦 @qaidj

in qaidjacobs

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OBJECTIVE

As a designer and a critical thinker, I develop creative and flexible solutions to complex and meaningful design challenges, no matter the context, environment, or technology. I've been a contributor and leader on projects in various industries and countries on both sides of the Atlantic ocean. To reach my next level of accomplishment, I'm looking to help organizations large and small with their Human-centered Experience Design, from developing strategy to executing tactics.

WORK EXPERIENCE

UX & PRODUCT DESIGNER

StartMonday / BizzyLabs (Amsterdam) | Feb 2018 - present

- Product and UX designer for corporate hiring SAAS application.
- Create customer journeys, workflows, and screen designs.
- Produce and share UX artifacts that elaborate product vision (wireframes, sitemaps, interactive prototypes).

DESIGN MENTOR

DesignLab.com (Remote) | Sep 2016 - present

- Manage, plan, or execute a human-centered design process.
- Create artifacts that clearly communicate and enable actionable collaboration.

UX & PRODUCT DESIGNER

VONQ, BV (Amsterdam) | Sep 2016 - Jun 2017

- Organized and executed qualitative user research.
- Defined jobs-to-be-done objectives, customer journeys, and workflows.

UX DESIGNER

Nipo Software (Amsterdam) | Jun 2014 - Jun 2016

- Delivered product designs, prototypes, interactive style guides, and pattern libraries.
- Helped establish product roadmap through user-centered goal prioritization.

WEB DESIGNER

Booking.com (Amsterdam) | May 2013 - Feb 2014

- Delivered user interface design, interactive prototypes, wireframes, and mock-ups.
- A/B and multivariate testing with live user-base.