

EXPERIENCE

Trainee Interaction Design, Minddistrict — 2019

- As part of an agile scrum product team, I created designs for various projects regarding UX problems, accessibility, and new features in Minddistricts' App and web platform and conducted usertests
- Enhanced therapist-client and therapist group communication through designing an embedded video call feature for the web platform

UX designer, Humanoids — 2018

- Redesigned a music controller app for start-up company Kien
- Created a web based self-customisation feature for start-up company Correctbook to increase their sales and profit

Traffic Manager, Dutch Postcode Lottery — 2016-2018

- Held multiple positions at the GDL.
- In my highest position, as Trafficer, I daily monitored, analysed and managed different workflows of the customer service, ensuring meeting the KPIs.

Research intern, GGZ NHN — 2015-2016

- Conducted qualitative research on relationships, intimacy and sexuality among 28 people with psychotic vulnerability.
- Designed and set up the research, conducted in-depth interviews, analysed and reported both quantitative data and qualitative data.
- Together with my supervisor, we published a paper on this study.

Psychologist in training, GGZ NHN — 2015-2016

- Gave psychological and restorative treatment to people with serious psychiatric problems.
- Participated in daily FACT board consultations, treatment plan discussions, group interviews and interdisciplinary consultation.

ADDITIONAL ACTIVITIES

Course representative — 2019 - 2020

- Gathered opinions and problems during our course.
- Presented results to the departmental committee
- Collaborated closely with departmental committee to identify actions and solutions to improve students' experiences

EDUCATION

University College of London

2019 - 2020

Master of science

Human Computer Interaction

Humanoids

2018

UX Crash-course

Certificate in UX design

Vrije Universiteit Amsterdam

2014 - 2016

Master of Science

Clinical Psychology

Vrije Universiteit Amsterdam

2011 - 2014

Bachelor of Science

Psychology

ACCOMPLISHMENTS

- **Finalist CHI2020 Student Game**
Competition + ACM published article 'CHI2020 Make Some Noise for Nature'
- MSc Clinical Psychology with **high distinction**
- After my research internship, **published a paper** in Com. Mental Health Journal 'Sexual expression, and the determinants thereof, in people with psychotic disorders'.

SKILLS

Research

User research, usability testing, user journey, task flows, personas, heuristic analysis, competitive analysis

Interaction design

Sketching, information architecture, paper and digital prototyping, wireframing, storyboarding, visual design, video creation.

Tools

Sketch, Invision, Zeplin, Principle, SPSS, Arduino, Adobe creative suite