

Pim Dieks

UX/Product Designer
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Summary

As a UX designer I love to collaborate, I'm naturally curious and always eager to improve. I strongly believe that teamwork creates more inclusive and better products. Before finishing my Bachelors in IT, I had worked for nearly 10 years. This experience has made me a better communicator and overall professional.

Work Experience

Freelance webdesigner

September 2021 - Present

- Helping small businesses set up their e-commerce website, with the aim of generating online conversion.
- Implementing search engine optimization to make companies more competitive in their sector.

Work Experience

Socialdeal - Product Designer

January 2020 - July 2020

- Introduced new design techniques and trends to keep the Social Deal platform competitive with a focus on customer conversion
- Reorganised the design systems for the Social Deal website and app which streamlined collaboration with the development team

PINCH - UX Design Intern

February 2019 - July 2019

- New mockups and prototypes were well received by company leadership resulting in commercialisation of the product
- UX research results were translated into data visualisations, to show value to internal stakeholders and get the green light to invest in the project

Buzzmaster - UX Design Intern

September 2017 - February 2018

- Established and delivered a design guide to ensure all “Buzzmasters” adhered to company design standards
- Conducted user research, resulting in changing the user interface and updating product data visualisations

Koninklijke Landmacht - Private First Class

November 2004 - February 2008

- Mastered the art of professional teamwork and communication
- Tour to Afghanistan: November 2006 - April 2007

Education

Fontys Eindhoven - IT and Media

2014 - 2019

Bachelor's Degree, IT and Media

- Focus area: User research, media design, application development
- Qualitative and quantitative data research: Field studies, interviews, prototyping, surveys, card sorting, customer journey mapping and analytics
- Coding: HTML, CSS, Javascript
- Design: Adobe CC, Sketch and Figma
- Project management in the Agile and SCRUM workflow
- Minor digital experience design

ROC Nijmegen - Media Design

2008 - 2010

MBO, IT and Media

- Laid foundations for media design, working with programs such as Photoshop, Illustrator, Indesign and Premiere Pro. This also involved working with web-based languages such as HTML, CSS

Languages

Dutch - Native Proficiency

English - Full Professional Proficiency