

# Tim Vanhaeren, UX Designer

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## EXPERIENCE

### Rombit – UX Designer (2014 - 2021)

- Simultaneously working in different teams, leading creative processes embracing the Scrum agile framework
- Plan and facilitate brainstorming sessions, observations, testing and interviews
- Spread a user-centric vision throughout the organisation
- Operate as proxy product owner, managing development backlog and facilitating scrum ceremonies.
- Assist in re-inventing the software development way of working within the organisation
- Guide junior UX designers and internships

### Juneau Cayenne – Art Director (2012 - 2014)

- Leading a small creative team creating and executing marketing campaigns
- Design cross-media experiences: web, social media, brochures, flyers, exhibition stands, branding, ...

### Android – Web Designer (2011 - 2012)

- Working in a small web focused team, designing websites, social media campaigns and re-invent clients' digital branding.
- Set up SEA & SEO campaigns (Google SEA certified)

### Intracto Group – Web Designer (2010-2011)

- Web designer in small development teams focused on eCommerce and online marketing campaigns

## EDUCATION

### UXtraining.com (2017)

UX Foundation Training: key concepts and core techniques of user experience design

### Artesis Hogeschool Antwerpen (2006-2009)

Bachelor Cross-Media Design

## SKILLS

User-Centered Design  
Interface Design  
Design System  
Wireframing / Prototyping  
User Research  
Information Architecture  
Heuristic Analysis  
Usability Testing  
Interviews  
Surveys  
Mental Modals  
User Journeys  
Persona  
Storyboards  
Backlog Management  
User Stories  
Scrum / Agile way of working  
HTML / CSS

## TOOLS

Figma  
Sketch + Invision  
Axure  
Adobe Creative Suite  
Lucidcharts  
Balsamiq  
Jira / Confluence