

Martyn van Buuren

UX Designer

<http://martynvanbuuren.com>
vanbuuren.martijn@gmail.com

0790 983 8633

Bristol, BS137LL, UK

With a passion for problem solving, I strive for design that is timeless, simple and elegant.

As a professional UX designer, I have been designing digital interfaces for nearly 10 years, ranging from mobile apps to websites and web applications for both consumers and business users. I design solutions that balance user requirements, technical constraints and business goals. As part of Product Management teams, I have taken projects from inception and research through to design, prototyping, user testing, implementation and delivery whilst managing project teams and senior stakeholders. Having a range of experience, I am comfortable in the role of leader and can work independently, being self-motivated and able to manage my workload. However, I also thrive as team player in multidisciplinary teams.

Skills

- User Centered Design
- UI Design
- User Research
- User Testing
- Sketching
- Wireframing
- Pixel perfect mockups
- Prototyping (with code)
- UX strategy
- Design Systems
- Product Management

Tools

- Sketch
- Figma
- Photoshop
- Zeplin
- Invision
- Balsamiq
- Axure
- Omnigraffle
- HTML5/CSS3/JS
- Sass, JQuery, Firebase

Interests

- UX meetups and events
- French language
- Rock climbing
- Krav Maga
- Classic motorcycles
- Traveling

Work experience

Farmdrop, Senior UX Designer

Feb 2018 - Aug 2019 | London, UK - Ended due to relocation to Bristol

As Farmdrop operations UX lead I was responsible for the internal suite of tools that is used to make sure customers get the correct produce at the right time. Under my leadership picking time was reduced and order accuracy increased significantly, with higher customer retention and reduced overhead cost as result. My design team and I successfully delivered a design system that increased consistency and reduced design and development timelines.

Encompass, Senior UX Designer

Jan 2017 - Feb 2018 | London, UK

As part of the Product Management Team at Encompass I was responsible for defining, communicating and executing the user experience vision and strategy for the encompass product suite. Working together with customer support and sales teams I created a design system and gave the application a much needed facelift, resulting in increased sales and better user adoption. The introduction of various new features further boosted customer satisfaction and sales.

Movio, Senior UX Designer

Mar 2015 - Aug 2016 | Auckland, NZ

Collaborating with data scientists and industry experts I designed and launched a new product for Movio, rewarded as 'Most Innovative Software Product' at the 2016 NZ High Tech Awards. The product gained traction with customers such as Sony, Paramount, Universal, Warner Brothers and 20th century Fox. I redesigned Movio Cinema's email campaign editor to facilitated more consistent branding and better adherence to email design best practices, allowing users to focus on content and dramatically improving recipients' experience.

Eboost, Interaction Designer

Feb 2011 - May 2014 | Amsterdam, NL

At Eboost I managed clients, project timelines and created all design assets and UX deliverables for projects for clients such as Audi, ING, KLM, Opel, Rabobank and MasterCard. In 2012 our campaign "Made in Holland, delivered by TNT Express" was awarded a Silver Esprix.

The Saints, Interaction Designer

May 2009 - Sep 2010 | Amsterdam, NL

Creating Interaction Design Documents and visual designs guided implementation and helped the company win pitches. My design for the iPhone app "Voetbal International" (leading national soccer magazine) hit number one in the app store.

Education

Master's degree Interaction Design, Utrecht School of Arts

Sep 2005 - Oct 2009 | Utrecht, NL

My thesis research focussed on Natural Interaction to understand why certain interactions feel intuitive while others do not. Based on my research I designed a 'music serving system' that learns musical preferences based on the user's activity. Hours of designing, soldering and programming resulted in a fully functional prototype.