



**Jelle Hoogenberg**  
Interaction Designer

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## Experience

### **Fabrique**

Junior Interaction Designer  
Sep 2019 - Jan 2020, Rotterdam

Part of a project for the Reinier de Graaf hospital to create a box that prints out stories for children undergoing treatment. Responsible for hardware prototyping and development in collaboration with industrial designers.

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### **Fabrique**

Interaction Design Intern  
Feb 2019 - Jul 2019, Rotterdam

Worked on multiple projects from various clients including Rabobank, The Design Museum London and Talpa Network. Tasks included concept iteration, spatial design, creating wireframes, interactive prototypes, user scenarios, flows, mockups, user testing, research and AR prototyping.

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### **University of the Arts Utrecht**

HTML/CSS Teaching Assistant  
Sep 2018 - Okt 2018, Utrecht

Taught students introductory HTML/CSS and PHP.

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### **Freelance branding and web design**

HKU, Utrecht University and more  
Jan 2017 - Present

Worked with various clients to create, ideate and update visual identities and website designs focused on marketing and communication.

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## Education

### **University of the Arts Utrecht**

Sep 2016 - Sep 2020, Utrecht

Bachelor of Science, Creative Media and Game Technologies - Interaction Design

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## Recognitions

### **HKU Award 2020**

Winner

My graduation project Contour won the HKU Award 2020 for the category Innovation. Chosen from a list of 20 projects.

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## Expertise

### **Tools**

Sketch, Figma, Adobe XD, Principle, Adobe CC, Protopie, Framer, Webflow, Keynote, Blender, Unity and Onshape

HTML/CSS, PHP, MySQL, C, C#, C++, Python, Javascript and jQuery

### **Skills**

User Interface, User Experience, Interaction Design, Front-end-Development, VR/AR Design & Prototyping, 3D Modeling, Game Design, Motion Design and Hardware Prototyping

### **Languages**

English (professional)

Dutch (native)