Jelle Hoogenberg
Interaction Designer

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jellehoogenberg.nl

Experience

Fabrique
UX Designer
Mar 2021 – Now, Rotterdam

Taking part in multiple projects in the travel, legal, rental, wharehousing & logistics sectors.

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.

University of the Arts Utrecht
HTML/CSS Teaching Assistant
Sep 2018 – Okt 2018, Utrecht

Taught students introductory HTML/CSS and PHP.

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.

Education

University of the Arts Utrecht
Sep 2016 – Sep 2020, Utrecht

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

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.

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)