

Resumé

Luc Sengers

Interaction Designer

General

- B** 08-12-1983, Wellington
A Packtrack Road 77, Thames
M +64 (0)275 280 720
E luc.sengers@hotmail.com

Social networks

Linkedin, Facebook, Pinterest, Behance, Instagram

Experience

- 2017 - Traveling, hiking the Te Araroa (longest hiking trail NZ) and learning new creative skills. Back to basics in illustration, photography, woodwork and bit of music to mix it all up.
- 2012 - 2016 *Bikkelhart B.V. (NL) – Senior Interaction Designer*
Designing for Bikkelhart has given me extensive experience in the financial, sales/ e-commerce, automotive, enterprise software and insurance industry. The projects that I've worked on varied from site redesigns, to private portals, (complex) sales funnels and online shopping. During the four years I've worked in projects using the traditional waterfall method, but the last couple of years it mostly been SCRUM. My key responsibilities as an Interaction Designer were:
- User research (desktop research, interviews, product vision board and customer journey session)
 - Define and scope initial findings.
 - Sketching and wireframing designs
 - Prototyping and user testing
 - Documentation of (UX) design decisions
 - And insure that designs are backed up by behavioural/persuasive design models and technics
- 2011 - 2012 *Prometech B.V. (NL) - User Experience Designer & Business Developer*
UX designs for European and Dutch innovation projects aimed at first responders. I've worked on Incident Management Systems, AR chemical training simulators, tracking software, Geographical Information Systems (GIS) and future HUD systems, all aimed at civil defence.

- 2010 - 2011 *TomTom (NL) - User Experience Designer*
Online applications focused on B2B and B2G groups. I also worked on route planning and product selection for the TomTom webshop.
- 2009 - 2011 *USAC sitecommittee (NL) - Interaction Designer*
UX, visual designs for new site. Introduction to new modules for gear rental.
- 2008 - 2009 *Bartimeus en Stichting Accessibility (NL) - Designer*
Project snoezelstoel: PR, book design, 3d design, research, design & prototyping.
- 2007 - 2008 *Cyrius Media Group (AUS) - UX Designer*
Sketching concepts, user research, 3d mock-ups, UX documentation.
- 2008 - *Freelance*
- TSOcomponents - UX Designer
 - Sengerssourcing - UX Designer
 - Your Climb - Interaction Designer
 - Ed Sengers Interior adviser - Graphical Designer
 - Reinier - Designer

Education

- 2005 - 2009 *College of Fine Arts in Utrecht (HKU) in Hilversum*
Bachelor of Arts and Technology in Interaction design
- 2007 – 2008 *College of Fine Arts (COFA) in Sydney*
Digital Studio, digital composites
- 2007 – 2008 *University of New South Wales in Sydney*
Photojournalism, time-based visualization
- 2000 - 2004 *Graphical College in Eindhoven*
MBO Graphical Management, Production

Software

Axure – Expert

Sketch – Experienced

Affinity – Experienced

Microsoft Office – Experienced

Adobe Design/Video suite – Experienced

Knowledge

.HTML

.CSS

.JAVA

.FLASH

Personal characteristics

Responsible, creative, ambitious, involved, flexible, enthusiastic, eager to learn and full of energy