

Joris Immanuel Sewandono



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Overview:

- Design thinking, Product design and User interface design Professional
- Worked with leading companies in diverse industries, Finance/Medical/Media/Government and Startups;
- 15+yrs experience in agile product design, creating production ready deliverables and finished products.
- 15+yrs experience in UI/UX, Interaction design, research, prototyping, development and motion graphics;
- 10+yrs leading teams in production, design and development;
- 10+yrs consulting Interaction- and UI/UX Design.

My Objective:

To create innovative ideas, work with new technology, develop prototypes and products; work with creative and inspiring minds in stimulating and surprising environments. I believe work should be challenging, fun and about constant learning, yet bringing knowledge to the team. 'Experience the un-expected.'

Education:

University of Portsmouth (UK): M.A., European-Media-Masters of Art, Interactive Media and Interaction Design
Hoge School van de Kunsten Utrecht (NL), Faculty of Art Media Technology: B.A., Interaction Design

Skills:

Expert knowledge of the following major applications:

- Adobe CC (master all applications)
- Sketch
- Affinity Designer
- Apple Motion, Apple Final Cut Pro
- 3D Electric Image, Form-Z
- Soundbooth, Soundtrack Pro
- TextWrangler, BBedit, Coda
- OmniGraffle, iRise, InVision, Zeplin, Principle
- Word, Pages, Excel, Numbers, PowerPoint, Keynote
- Expert knowledge of video and image compression

Coding Skills and tools:

- Actionscript +++
- Director Lingo +++
- Html5/CSS3 +++
- Drupal, Bootstrap +++
- Javascript, jquery ++
- JQuery, JS Frameworks ++
- PHP ++
- AfterFx scripting ++

UX/GUI/IA:

- UX Research: Task Flows, User-flows, Storyboards, Scenarios, Empathy maps, Wireframes, Mockups, Site-Maps, Prototyping, Visual designs, Graphical User Interface Designs, Design Patterns, Style Guides, Interactive Demos.
- UX Tools: OmniGraffle, iRise, InVision, Pixate, Axure, Balsamique, Principle

Motion, Design and Art:

- Icon design, graphical user interface design
- Motion graphics, animation, Information graphics
- 3D design
- Print design

Work History:

- Company: **Logitech, (Ultimate Ears)**
Position: Interaction/UX Designer
Period/location: May 2017 – Present, San Francisco, USA
Description: UX and Interaction design. Responsible for product design of iOS and Android application for new audio orientated product.
Tools used: Adobe CC, Sketch, OmniGraffle, InVision, Zeplin, Abstract, After effects.
- Company: **Visa (Bank/Finance)**
Position: Lead Interaction/UX Designer
Period/location: Jan 2016 – Apr 2017, San Francisco, USA
Description: Lead UI/UX Interaction designer. Responsible for fast, agile product design prototyping and leading small team of designers / developers. Design thinking, Ideation, Fast user research, Story boarding.
Tools used: Pen & Paper, Adobe CC, Sketch, OmniGraffle, InVision, After effects, Cinema 4D
- Company: **ReloadMedia**
Position: Founder/Owner; Lead Interaction/UX Designer
Period/location: January 1997 – Present, Amsterdam Area, Netherlands
Description: Worked for renowned clients like: SenterNovem, ING Bank, Postbank, KPN, Hi, Ferrari, Marlboro, Orange Mobile, Medis Medical Imaging, HTC, DJMonitor and many more.
Tools used: *See all tools under skills*; Adobe CC, Sketch, AfterFX, Edge, Flash, InDesign, OmniGraffle, Axure, Balsamique, HTML5/CSS3 etc.
- Company: **Wells Fargo (Bank/Finance)**
Position: Lead Interaction/UX Designer
Period/location: Dec 2015/Jan 2016 (2 month), Oakland/San Francisco, USA
Description: Lead Interaction designer, creating UI & UX design for Wells Fargo Digital. Responsible for design of website front end design.
Tools used: Adobe CC, iRise, Omnigraffle
- Company: **DJ Monitor** (Rights management tools for music industry)
Position: Lead Interaction/UX Designer and Production Designer
Period/location: April 2013 – August 2014 (1 year 5 months), Amsterdam / Online
Description: Head of design; responsible for brand design of DJ Monitor and Setify (logo, brand and style guide) Responsible for interaction design and graphical user interface design for DjMonitor Application, Setify Application and several other projects.
Tools used: Adobe CS, Illustrator, Photoshop, After Effects, Edge, Flash, OmniGraffle, HTML5/CSS3.
- Company: **ING Bank** (Global financial institution)
Position: Sr. Interaction/UX Designer, Creative Consulting and Motion Graphic Designer
Period/location: June 2008 – April 2012 (3 years 11 months) Amsterdam
Description: Responsible for several internal projects for ING Group HR, ING Retail, ING Internet Retail, ING LT & OD - Leadership Acquisition. Including development of style and deliverables for the Executive on boarding program. Responsible for the creation of product demo's, product prototyping, testing and creating presentations. Product video's and research.
Tools used: Adobe CS, Illustrator, Photoshop, After Effects, OmniGraffle, Axure, InDesign, HTML/CSS.
- Company: **Netherlands Enterprise Agency (RVO.nl)**
Position: Interaction/UX Designer, Interactive Consultant and Motion graphic designer.
Period/location: May 2007 – August 2010 (3 years 4 months) Amsterdam, Den Haag
Description: Responsible for product the creation of product demo's, product video's and presentations. (Senternovem and AgentschapNL)
Tools used: Adobe CS, Illustrator, Photoshop, After Effects, OmniGraffle, Axure, InDesign, HTML/CSS.
- Company: **EEN Media** (Media company)
Position: Interaction/UX Designer, Producer, Developer and Motion Graphic Designer
Period/location: March 2006 – March 2010 (4 years 1 month) Amsterdam
Description: Responsible for several projects including the design, development and production of 2 online interactive magazine's. Leading a team of designers and developers creating interactive media content. Responsible for the development of the magazine framework, the structure and the monthly design.
Tools used: Adobe CS, Illustrator, Photoshop, After Effects, OmniGraffle, Axure, InDesign, HTML/CSS.

Company: **TNO** (Technology/knowledge/innovation organisation)
Position: Interaction/UX Designer, Designer, Developer and Motion Graphic Designer
Period/location: March 2004 – March 2006, Amsterdam
Description: Responsible for several projects creating brands, logos, demo's, styleguides and online presence of TNO related products.
Tools used: Adobe Master Suite, Illustrator, Photoshop, After Effects, OmniGraffle, Axure, InDesign, HTML/CSS.

Company: **PostBank** (Big Dutch Financial institution, Acquired by ING Bank)
Position: Interaction/UX Designer, Designer, Developer and Motion Graphic Designer
Period/location: March 2003 – March 2006, Amsterdam
Description: Responsible for several projects ranging from presentations to research and marketing materials.
Tools used: Adobe Master Suite, Illustrator, Photoshop, After Effects, OmniGraffle, InDesign, HTML/CSS.

Company: **Jamby and DataBarn B.V.** (Social video sharing software company)
Position: Interaction Designer, Graphic Designer
Period/location: 2000 – 2003 (2 years), Amsterdam Area, Netherlands
Description: Responsible for design of the developed software user interface.
Tools used: Adobe Master Suite, Illustrator, Photoshop, After Effects, OmniGraffle, InDesign, HTML/CSS.

Company: **Pulse Interactive** (Interactive online media agency)
Position: Interaction Designer and production designer
Period/location: January 1998 – October 2000 (3 years), Amsterdam, The Netherlands
Description: IxD designer responsible for design and production of interactive presentations and demo's for pitches to clients.
Tools used: Adobe Master Suite, Illustrator, Photoshop, After Effects, InDesign, Quark, Electric Image, Director, ResEdit, HTML/CSS.

Company: **Hectic Illusions** (Creative design and production studio)
Position: Technical Director & Interaction Designer
Period/location: 1995– 1998 (3 years), Amsterdam Area, The Netherlands (during my study)
Description: Hectic Illusions – cross-media and animation special effects studio, Co-founder, chief technical director.

Spare Time:

Visual motion graphic artist for national and international Events:

- Resident Motion Visual artist at the RoXY (Amsterdam) 1997-1999
- Motion Visual artist for several big events, venues and festivals including; Presentation for Formula1 Ferrari/Marlboro team (Dubai), HTC Mobile, Orange Mobile, Endemol entertainment. LuckyStrike.
- I am a runner, I love swimming, diving and sailing
- I enjoy new and fine cuisine
- Always looking at art and architecture
- Love modern music, jazz, nu soul and electronic music
- Love nature, travel, exotic food and different countries
- Love my little family, being with my wife and our girls and enjoying the weekends together!

References:

- Adam Curry Jamby, United Resources of Jamby.
- Bob Goedhart Medis Medical Imaging
- Yuri Dokter DjMonitor
- Micha Klein New Media Artist
- James Roy Brainworks Neurotherapy