KJELL BRONKHORST

PRODUCT + UX + UI DESIGN

Work Experience

Orderchamp / Product Designer
JANUARY '19 - PRESENT, AMSTERDAM

I'm currently devoted to one of the fastest growing tech startups of the Netherlands, Orderchamp. Orderchamp is a B2B wholesale marketplace active across multiple countries in Europe. I've set up and made way for some of the most crucial user flows like the shopping experience, the customer dashboard, acquisition and marketing landing pages, payments and checkout. I've also been doing user interviews, workshops and both quantitative and qualitative user research for the platform, using the framework of Design Thinking and user-centric design as the foundation of our design process.

AkzoNobel / Front-end Designer
AUGUST '17 - DECEMBER'18, AMSTERDAM

Working cross stream in Agile teams for both the Flourish and oneDomain Projects of AkzoNobel Global as a Front-end Developer. We delivered on websites for Flexa, Sikkens and CetaBever amongst others.

The Valley / Visual Design & Front-End
AUGUST '16 - DECEMBER'18, AMSTERDAM

My first job after graduation where I explored mostly Development and Design projects for Basic-Fit, Renault, Nike and many more renowned brands. Being responsible for the designs of landing pages and backoffices.

Portfolio

www.kjellbronkhorst.nl

Education

HBO Art & Technology / Hogeschool Saxion
2012 - 2016, ENSCHEDE

A four year bachelors program where I was introduced to a lot of Design & Media directions like animating, 3D modelling, Webdesign and Robotica.

MBO Mediadesigner / Deltion College
2008 - 2012, ZWOLLE

In this program we learned how to make a wide array of designs such as logo's, stationeries, and web & app designs. Mastering many of the Adobe Creative Suite programs and learning about typography and color psychology.

Skills

Design: Product Design, Interface Design, Brand Identities, Style guides, Design Systems, Illustrations & Icons, Logo's, User Journeys, Concepting, Wireframes.

Prototyping: Rapid Prototyping with Figma, Sketch and Invision.

Research: A/B Testing, Surveys, User Interviews, UX Research.

Collaboration: Internal workshops, Facilitating brainstorm sessions, Creative collaboration, User-centric.