



Dale Schnieders

UI / UX DESIGNER

ABOUT ME

HEY! I'M DALE SCHNIEDERS

I'm 28 year old user interface and - experience designer from the Netherlands. I pride myself on being a very communicative person with a problem solving mind and always eager to learn new things.

When i'm not being a designer, you can probably find me behind the Playstation. I watch a lot of anime, collect gadgets and tech and will talk your ears off about a movie after watching it.

EDUCATION

COMMUNICATION & MULTIMEDIA DESIGN (CMD)

Bachelor of Science degree. Educated to become a digital designer that solves real world problems with interactive digital products. Completed courses focussed on visual, interaction- and motion design Graduated cum-laude.

HOGESCHOOL VAN AMSTERDAM
2014 - 2018

DESIGN & ARCHITECTURE

Education to become an architect. Learned skills that later made me realise that I wanted to design digital products, e.a. digital design /drawing and solution driven thinking.

NOVA COLLEGE
2008 - 2013

EXPERIENCE

RELAYER

UI / UX designer for the Relayter app and product branding. During my time here I worked on a variety of features for the product and created / implemented a design system. Worked together with a team of developers and designers in a scrum-based environment to create a product thats a right fit for each client. Took a scrum course and recieved a PSM1 degree. Took a role as scrum master after this as well.

2019 - 2020

MEDIABUNKER

UI / UX designer for the Relayter product. Worked on a variety of features and branding material both digital and print. Learned to work in a scrum based environment. mediaBunker focussed completely on Relayter in 2019.

2017 - 2019

ING INNOVATION STUDIO

3 Month internship working on the visual design for the website and branding for the Innovation Studio and their upcoming start-up collaborations. Stayed an extra month to create some additional touchpoints e.a. folders, a magazine and website screens.

2016 - 2016

ACHIEVEMENTS

GOLDEN DOT AWARD NOMINEE

Got nominated for a GDA for my graduation project 'Traverse'.
"Attention to detail is key to excellence. Dale created a gamified experience for skiers, using clever UX, UI and micro-interactions, all implemented into a working prototype that any junior designer would be proud of showing." - Roey Tsemah

HOGESCHOOL VAN AMSTERDAM
2018

PROFESSIONAL SCRUM MASTER (PSM1)

Obtained my PSM1 degree after completing the course. Mainly so I could take on a semi-scrum master role at Relayter.

SCRUM.ORG
2019

SKILLS AND PROFICIENCIES

DESIGN AND PROTOTYPE TOOLS

Sketch, Principle, InVision Studio, Adobe XD

ADOBE CREATIVE CLOUD

Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, XD

SKILLS

Communicative, problem solving, eager to learn, creative, adaptable.

LANGUAGES

Dutch, English.

EMAIL

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LINKEDIN

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PORTFOLIO

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