

Axel Nieuwland

User Experience Designer

*A good designer improves experiences,
A great designer enriches lives.*

Work Experience

Guardian360 / UX Designer (Internship)

AUGUST 2023 - FEBRUARY 2024

At Guardian360, I worked independently on the Gamification design project as a UX designer, with the end goal to make the flagship product more user-friendly. I researched gamification and produced many design artifacts that helped lay a solid UX foundation for the company, including an easy-to-use gamification implementation guide.

Magion / HoloLens App Developer (Internship)

NOVEMBER 2019 - JULY 2020

During my internship at Magion I worked independently on the HoloLens app project as both the lead designer and developer. The project goal was to make a Mixed Reality product for the HoloLens, through which factory workers would be able to remotely view the state of their factory machines.

Hard Skills

Figma, Miro, Adobe XD, Photoshop Illustrator, Acrobat and Premier Pro. Coding with HTML5 & CSS and C# with object orientated programming. Video editing, Audio design, Creative writing, Planning, Marketing, Research and analysis, 2D and 3D art asset creation, VR work with META & HoloLens. Working professionally with Unity.

Contact

Email: axel@nwInd.nl

Linkedin: <https://www.linkedin.com/in/axel-nieuwland>

Portfolio Website

Portfolio Site: <https://www.axelnieuwland.com/>

Education

Communication and Multimedia Design (HBO)

The Hague University of Applied Sciences 2020 - 2025

Gamedeveloper (MBO4)

Grafisch Lyceum Utrecht 2016 - 2020

Economy & Administration (VMBO Kader)

De Meander 2012 - 2016

Certificates

- ❖ Art of Writing (Minor)
- ❖ Social psychology (Minor)
- ❖ Driver's license

Languages

- ❖ **Dutch** - Native
- ❖ **English** - Fluent
- ❖ **German** - Beginner