



Remco Wierenga
Senior UX Designer · AI UX · System & Workflow Design



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Experience & Skills

UX Expertise

UX / UI Design, Interaction Design, Information Architecture, User Flows & Journey Mapping, UX Writing / Microcopy

AI-enhanced UX

AI-assisted Product Design, Conversational UX, Semantic Search & Retrieval UX, Explainability & Trust UI

Systems & Product Thinking

Complex Workflow Design, Problem Framing, Requirements Translation, Multi-role & Multi-step Processes

Design Craft

High-fidelity UI, Prototyping (Figma, Framer), Design Systems & Component Libraries, Responsive & Multi-platform Design

Research

JTBD (Job to be done), User Interviews & Observation

Collaboration & Delivery

Cross-functional Collaboration, Developer Handoff, Design Documentation (user stories, states, acceptance criteria), API-aware UX

Technical Awareness

HTML / CSS Familiarity, Understanding System Constraints

Work history

Manuel | 2025 – 2025

Senior UX Designer (AI & Workflow Design)

Focus

- Designed AI-assisted flows (Start-a-Job, Quick Chat, KB retrieval)
- PLG onboarding, 14-day trials, paywall logic
- AI transparency, explainability UI, error-handling experiences
- Dashboard redesign for knowledge insights
- Led UX documentation (user stories, acceptance criteria, states)
- Cross-functional collaboration with dev + product founders

NoTraceDesign | 2024 – Present

Founder / Senior UX & Product Designer

Focus

- Providing subscription-based UX/UI design for agencies, startups and SaaS products.
- Designing complete product experiences, including flows, design systems, prototyping and UI architecture.
- Creating high-quality Framer websites and landing pages to support branding & conversion.
- Automated business operations with Trello workflows, Stripe subscriptions and n8n integrations.
- Delivering white-label design that integrates seamlessly into existing teams and processes.
- Managing multiple clients simultaneously through scalable workflows and async communication.

CLEVR | 2019 – 2024

Senior UX / UI Designer

Designed interfaces and workflows for enterprise software solutions across PLM, FSM and other industry platforms.

Focus

- UX/UI design for complex enterprise systems.
- Designed mobile and web experiences for product lifecycle, field service, and remote assistance tools.
- Created visual systems, components and interface patterns across multiple applications.
- Collaborated with development teams to ensure accurate implementation.

Projects

- Field Service Management (FSM)
- Barts | PLM Solutions
- Eneco, Remote Assistance
- Stella bike project

Funatic | 2013 – 2019

UX / UI Designer

At Funatic, I learned how to design for real-world problems in a sensitive and high-impact environment: healthcare. I designed patient portals, hospital intranets and mobile apps that helped patients navigate their digital medical journey.

Focus

- UX/UI design for healthcare portals and responsive mobile interfaces.
- Developed user flows and interaction patterns for complex medical information.
- Created visual assets: icons, illustrations, infographics and UI components.
- Built functional prototypes using HTML/CSS (including Sass).
- Worked closely with developers for implementation alignment.

Appgoeroe 2012-2013

UX / UI Designer

Focus

Designed user interfaces for mobile apps and game-related projects with a focus on accessibility, usability and visual clarity.

Sixthdesign 2009 - 2012

Founder / Designer

Focus

Delivered web design, illustration and interface design across various creative projects for small businesses and agencies.

Studio RGB 2008 - 2009

UX / UI Designer

Focus

Created visual design for signage, branding and digital materials.

Freelance Design Work 2006 - 2007

Designer

Focus

Created visual design for various clients, Picture cutouts, Logo Design, Stand design.