

# Ruben Fransz

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Utrecht, the Netherlands  
Bachelor's in Communication &  
Multimedia Design

## Profile

**Human-centred UX designer with an eye for composition.**

Likes to be challenged and find ways to combine interests and hobbies with work. Currently working as UX Designer at the Ministry of Defence in Utrecht, the Netherlands.

## Skills

UX Design  
UI Design  
Prototyping  
Presenting  
Copywriting  
Photography

## Favorite tools

Figma, Sketch, Illustrator, Lightroom, Premiere Pro, Keynote, Photoshop

I'm quick at adapting to different workflows, so whatever tool is necessary for the current workflow, i'd be happy to learn.

## Misc

Driver's license B

## Work

*nov 2023 - present*

**Ministry of Defence** - UX Designer

Utrecht, NL

Designing complex apps for the employees of the Dutch Ministry of Defence. Also working on an internal Design System for current and future projects.

*apr 2020 - nov 2023*

**Ministry of Defence** - E-Learning Designer

Amersfoort, NL

Responsible for the design and development of e-learning modules aimed at the Dutch military. Created elaborate programs where users learn about certain military vehicles in an interactive manner.

*aug 2018 - present*

**Freelance** - UX/Visual/Photography

Utrecht, NL

Projects ranging from app redesigns to photography projects for personal clients. I like to diversify myself in different fields and not only stick to UX Design. I even built a keyboard for commission and a few for myself.

*apr 2018 - jul 2018*

**Elastique** - Concept/UX Intern

Hilversum, NL

Created a virtual sneaker based on research done on the ever-growing resell market. As a self-entitled "sneakerhead", the project perfectly aligned with my interests and it gave me a head start on the subject matter. I gamified a simple transaction into a mobile and physical experience. I coded the project in Unity using C# and ARKit.

*feb 2017 - jul 2017*

**Shortfuse Game Studio** - Concept/UX Intern

Xiamen, CN

Together with a team of Chinese and Dutch students, I've conceptualised an interactive companion app for the VR game Neurowake. I used Sketch and Unreal Engine to create both mobile and VR prototypes. I coded the project using Unreal Engine's Blueprint language. During my 6-month stay I also tried my hand at learning Mandarin.