



Resume

PAUL LEHOUCK

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MY STORY

Even though becoming a baker was my first ambition, only few pies were baked and instead I filled my schoolbooks with all sorts of elaborate graphic creations. At the age of 18, I did a Masters in product design, which resulted in all sorts of foam shape cutting, post-it sticking design activities. While working my way through various projects, my appreciation for honest, clean and smart pieces of design only grew stronger, but at the same time I increasingly devoted attention to the user perspective and interface of my creations. Finally, it was clear: no pies but UX design, and I decided to move to the Netherlands in order to find out what UX Design was truly all about.

There, I was able to apply my designer skills and insights to a series of interesting projects, learning a lot from colleagues with varying backgrounds and cultures, experimenting with interesting tools, and having a lot of fun doing it.

Ultimately, I see myself as an all-round creative. I enjoy collaborating with interesting, smart and creative people, no matter what discipline, to create new and exciting systems that move people instead of annoy them.

MY RESUME

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for more information visit
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EDUCATION

- 2010 - 12 Eindhoven University of Technology** (Netherlands)
Post-Master PDEng User System Interaction
Working on various interesting UX design projects in multidisciplinary and multicultural teams. Topics included UCD, TUIs, Flash prototyping, storyboarding, usability testing, observational studies, information visualisation, cognitive psychology, game design, basic programming, multimodal interaction, speech interfaces and more
- 2004 - 09 Artesis University College of Antwerp** (Belgium)
Master product design - graduated with distinction

EXPERIENCE

- 2014 - present SMS management & technology** (Australia)
UX designer
Worked on projects designing apps, web, software for desktop and mobile. UX methods, workshops, wireframing, prototyping, UI design, visual design examples: clients such as Telstra, Commbank, BMW, NSW gov. and more
- 2012 - 14 Philips / TPVision** (Netherlands)
UX designer
Worked on projects within the Philips UX team, mainly for tv and mobile. IA, UI flows, wireframing, prototyping, user testing, UI design, visual design. examples: MyRemote app 2013 and 2014, Hotel tv UI, Consumer tv UI.
- Jan. 2010 Achilles associates** (Belgium)
Intern
Worked on product design, graphic design, UI design, prototyping. examples: Banksys payterminal, Synaptix DBS.
- Jul. 2009 PinkEye** (Belgium)
Intern
Product design, graphic design, branding, 3D-modeling. examples: Vedett branding, Coca-Cola.

SKILLS



UX methods
storyboards, journey maps and more workshops and co-design sessions



Sketching / ideate
visualise and concept development paper and digital (wacom)



Wireframing
low-fi and hi-fi wireframes paper and digital



Prototyping
in Axure, Flash, Marvel and more some Processing, Android and Arduino



UI / visual design
visuals, layout, graphics, illustrations Photoshop, Illustrator, Indesign

LANGUAGE SKILLS

English - fluent (IELTS band score: 8.0)
Dutch - fluent (native)
French - basics

ACHIEVEMENTS / AWARDS

2nd NUMA 2012
Best poster Mobile HCI 2011
3rd OVAM Ecodesign award 2009
1st OVAM Plan-C 2008
Finalist Beka design competition