

# Hannalot



Senior designer with over a decade of experience across diverse design fields

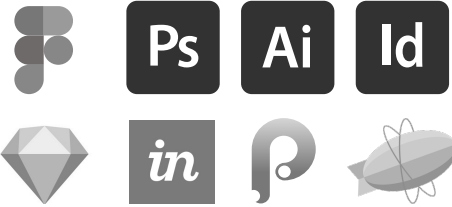
With a strong Digital UI background and a human-first approach to her work.

Stunning visual design. Positive results. That's what makes me smile.

## Hannah van Bruggen.

**Location:** London, UK  
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### I mainly work with



### Me

Product design, Close-knitted teams,  
Positive, Easy going, Approachable,  
Hands-on, Office dog fan.

### Languages

**English**     ●●●●●●●  
**Dutch**        ●●●●●●●  
**German**      ●●●●●●●  
**Css & Html** ●●●●●●●

### Certificates

AJ&Smart - Design Sprint Masterclass

## Education.

### Digital Media Designer

Cibap, Netherlands  
**5 month Internship - Year 4**  
Cyber Interactive, London  
**5 month Internship - Year 2**  
Quapa, Netherlands

### Economy and Business

Etty Hillesum Lyceum, Netherlands

### Senior Digital Designer

GoodLove, London

DEC 2020 - DEC 2022

Goodlove is a young and budding creative consultancy, primarily focused on designing brand identities and strategies for venture-stage startups.

Since I joined as a Senior Digital Designer our digital output increased, as my experience helped win us, clients, in both Financial Tech and Bioscience sectors.

I soon filled the role of Digital Lead, taking ownership of projects from start to finish, in both design and production disciplines. Some of my responsibilities included: project scoping & estimates, wireframing, leading and organising UX workshops, IA, designing UI concepts and systems, briefing developers, final project Q&As, and delivery.

### Product Designer

Planes, London

JULY 2020 - DEC 2020 / FREELANCE

Creating a brand new digital platform for an exclusive members club due to COVID-19. I worked with two other product designers and ten engineers. I was responsible for conducting the user testing, creating the overall user journey for the top of the funnel and for rolling out the website structure and UI elements. I worked in an Agile environment during my time at Planes.

### Senior Digital Creative

Drew London, London

JULY 2018 - MARCH 2020

At Drew I was responsible for everything digitally within the studio, covering both UX and UI. As the most senior team member, my other responsibilities were attending workshops, client and sprint meetings, organizing interviews and spotting new biz opportunities. Drew being a small team I supported the graphic designers with their workload where needed.

### Senior UI Designer

Catch Digital, London

APRIL 2018 - MAY 2018 / FREELANCE

### Senior UI Designer

Golin (IPG), London

JULY 2016 - MARCH 2018

Inspiring and mentoring colleagues and junior staff members, being the go-to person for developers and coming up with solutions. Advising project managers on budgets and timings. Taking lead on projects from start to finish. Corresponding with clients, prototyping, working with creatives, strategists and client services across the business. Instrumental in fostering new developments within the UI and UX team's processes to keep us moving forward.

### Digital Design Manager

Golin (IPG), London

OCT 2014 - JUNE 2016

Being part of a fast-growing team of around 30-40 people, I worked on a diverse range of integrated and digital campaigns. Web projects ranging from global e-com to charity sites, Apps, mobile and socially integrated games. Including numerous Unilever & Tesco platforms. All of this whilst working closely together with the UX and Front end teams on platforms with different possibilities. Gaining a good knowledge of tech capabilities.

### Digital Designer

Architect, London (Acquired by Golin (IPG) in January 2012).

MAY 2011 - SEPT 2014

### Junior Designer

Creative Lounge, London

OCT 2010 - APRIL 2011

### Junior Designer

Decibel Digital, London

APRIL 2010 - OCT 2010