

Johan Ronsse

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View my projects at:
johanronsse.be

Experience

2011-2015 User interface designer, Mono Company (self-employed)
2007-2010 Lead web designer, Netlash Webdesign

This resume was last updated:
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Career Highlights

- 2015** Worked remotely for a full year from Japan. Researched Japanese technology and user interface design. Increased understanding of internationalized UI design.
- 2013-2014** Huge software redesign project. Every aspect of the software was reviewed over the course of two years. Responsibilities included user experience design, user interface design, front-end development and marketing website.
<http://www.ticketmatic.com>
- 2011-now** Running successful interface design consultancy. Currently employing 4 people including myself. Focus on great interface design and application prototyping.
<http://mono.company>
- 2011-2012** Created 3 compelling presentations on user interface design garnering over 400 000 combined views on SlideShare.
<http://www.slideshare.net/Wolfr/>
- 2008** Design and front-end development of big community website for Belgian concert hall Ancienne Belgique. Won several local awards, including a usability award.
- 2008-2010** Worked on 40+ websites from concept to launch. Led a small team of designers; educated new designers and front-end developers; led internal meetings; excellent verbal and written communication skills.
- 2007-2010** Design and front-end development for Fork CMS, an open source CMS designed to be super user friendly.
<http://www.fork-cms.com/>

Main Skills

Design & Vision

Strong vision on software and user interface design • Can deliver compelling visual design • Extremely deep knowledge of designing for all common platforms, screen sizes and input methods.

Building It

Expert and up-to-date HTML & CSS knowledge • Javascript prototyping skills. Strong technical background in web technologies • Strong experience in delivering user interfaces for native applications • Used to working together with developers.

Communicating It

Experienced in communicating and presenting complex ideas, on stage or in the boardroom • Proven writing and speaking skills • Published on the web and in magazines.

Goals

My career's goal is to design software that changes the world for the better. I believe the way we interact with computers can be improved vastly. We are approaching a future with screens everywhere. I want to work on keeping that world human. I want to be on the forefront of technology.