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Odette Jansen

BSc MEd

A passionate UX Designer & Researcher with 10+ years of experience. Loves deep-diving into the mind of users to better understand them and use that knowledge to create design solutions. Also, a wizard when it comes to flowcharts.

Lecturer & UX Researcher

Hanze University of Applied Sciences, Groningen (NL) 2017 - current

- + Gathered customer and stakeholder requirements and translated them into use cases, user stories, product design documents.
- + Implemented several new solutions to increase social development, self-confidence and student success rates.
- + Developed courses regarding UX Design, Research and 21st century skills.
- + Lead the development team ensuring an iterative user focused development process starting from the problem analysis, solution design, rapid prototyping, testing & reviewing through user studies to the developer handoff and continued as project manager.
- + Helped increase graduation rates by 89% in comparison to the 21% of previous material.

Freelance UX Designer & Researcher

Odett.nl 2011 – current

- + Gathered data on the online purchase flow of customers, identified the customer journey, came up with a new solution to boost online sales.
- + Prepared several A/B tests that were run in collaboration with development teams.
- + Identified competitor markets and best practices as input for design.
- + Designed online and offline solutions for several markets such as fashion, interior design, health care, and education.

- + Created smart online and offline solutions to increase client influx, retention, and sales but also created experiences to increase knowledge, motivation, and mental health of users for the brands you see below.
- + Provided universities and companies with lectures, workshops and consults on the implementation of UX research and design into the workflow.
- + Led and mentored several teams of designers.

Senior UX Designer

Miss Etam 2016 - 2017

- + Analysed the web shop and researched the direct and indirect competitors
- + Analysed user data, flow, and heatmaps to identify bottlenecks and opportunities for creative solutions.
- + Designed an email marketing campaign that increased clicks by 130%.
- + Designed a tool to upsell when desired products were out of stock, now also used by other companies.
- + Ran several A/B tests together with the development team.
- + Worked together with customers, the photography department, designers, remote developers, customer support and writers to design and develop new solutions.

UI/UX Designer

Aviva Solutions 2015-2016

- + Research user problems, analyze data and come up with new solutions
- + Using tools such as Axure, Sketch, Adobe to develop wireframes, prototypes and designs
- + User tested designs with target audience and stakeholders
- + Worked together with developers to ensure transfer of the design into the CMS system.
- + Communicate with clients to map client wishes & needs and determine direction of the project
- + Increase customer engagement by 25% for a client.

UI/UX Designer & Scrummaster

GameBasics 2014-2015

- + Responsible for the iOS development team as scrum master, organizing standups, retro's and ensuring a smooth workflow
- + Developed wireframes, flows and prototypes with Indigo Studio, Sketch, InVision.
- + Organized and presented development during stakeholder meetings
- + Worked together with marketing, to increase player retention (+25%) and signup rate (+13%)
- + Worked together with the test team to develop test plans, goals and desirable outcomes for testing sessions.

- + Visually designed and built the website for Gamebasics

UI/UX Designer & Consultant

Redmax

2012-2014

- + Using tools such as Axure, Sketch, Adobe to develop wireframes, prototypes and designs
- + Find new clients, understand their needs and come up with solutions
- + Keep stakeholders involved in the project after start
- + Hand-off of designs to developers including product owning the process after handoff.
- + User tested designs with target audience and stakeholders
- + Research the possibilities for serious gaming within the health care industry and develop 2 game prototypes for further testing.
- + Designed innovative solutions for the healthcare industry

Master of Education

Talent Development & Diversity

Design Research

9/10



Hanze University of applied sciences
2019 – 2021

Result oriented research

7/10



Cum Laude

Leadership

10/10



Thesis: Social play: Implementation of a Tabletop RPG in higher education to support the development of social skills of students with autism spectrum disorder.

[ResearchGate](#)

Bachelor of Applied Science

Communication & Multimedia Design

UX Design

8/10



Rotterdam University of applied sciences
2008-2012

Game Design

8/10



Minor in UX for Games

Design Research

8/10



Thesis: Using mobile gaming to reduce work related stress for young adults

Certificates	Progression Based Coaching	2019
	Hill Academy	2019
	Intercultural Learning Lab	2018-2019
	Basic Didactics Principles	2017-2018
	TEFL Cambridge	2015-2015
	Coaching	2010

UX Research Skills

Research Types	Data Research	Methods
Qualitative & Quantitative Research. Behavioral Research	Hotjar, Google Analytics	Semi-structured interviews, video analysis, transcripts, interviews, surveys, focus groups, experiments, user testing, a/b testing, persona's/empathy maps

UX Design Skills

Flowcharts	Wireframing / Prototyping	Design
Draw.io, OmniGraffle, Lucidchart, Miro	InVision, Indigo Studio, Balsamiq, Axure, Figma, Adobe XD	Adobe Photoshop, Illustrator, InDesign, Sketch, Wordpress, HTML/CSS

Other Skills

Teamwork, leadership, agile methodologies, planning & organization, communication, patience, MS Office, MacOS, Writing