

# Kees Bakker

I'm a UX Engineer with 5+ years of experience building intuitive products for early-stage startups and clients like Pedigree and Mitre10. My interests include AI, EdTech, and healthcare.

## EXPERIENCE

### **One Big Lab, Melbourne, AU — Founder**

April 2023 – Current

Founding a design and development studio focused on delivering digital solutions for startups and SME's across various industries.

- UX/UI design, web development, and ecommerce projects.
- Driving strategic design consultation and hands-on development to create impactful products and services.

### **Giraffe, Sydney, AU — UX Engineer**

Aug 2024 - Oct 2024

Focused on front-end development for a CAD-based urban planning tool during a project-based engagement.

- I developed and refined UI components to enhance product usability and interaction for urban planning solutions.

### **Gravity, Auckland, NZ — UX Engineer**

Nov 2022 – April 2023

Contributed to the design and development of enterprise-level software, blending creativity and technical expertise to deliver user-centric solutions. Focused on implementing scalable design systems and refining product interactions.

- Designed and coded functional components for enterprise software products.
- Worked on product interaction concepts with latest frontend tech: Tailwind, Next.JS and TypeScript.
- Built design systems with documentation using Storybook, Confluence and Notion.

### **Gravity, Auckland, NZ — Lead Designer**

Feb 2022 - Nov 2022

Led design initiatives for both consumer and enterprise projects, delivering high-quality, innovative design systems and user experiences across multiple industries. Collaborated with cross-functional teams to push the boundaries of product design.

- Designed intuitive design systems, interaction experiments, and product concepts using Figma, Storybook, and Framer
- Built UX flows and UI systems for consumer apps and enterprise services.
- Worked on stealth-mode projects for corporate clients in sectors like telecommunications, home improvement, and finance.

South Yarra, VIC, 3141

[keesyb@gmail.com](mailto:keesyb@gmail.com)

[linkedin.com/in/keesbakker](https://www.linkedin.com/in/keesbakker)

## SKILLS

User research and UX audits

Rapid prototyping with high fidelity mockups

UX Engineering (React, Next.js, and TypeScript)

Building and maintaining design systems (Storybook, DesignOps)

UX flows and UI systems for consumer and enterprise apps

Collaboration across design and development teams

## AWARDS

### **Best Award, Gold**

Student & Academic  
Toitanga, 2020

### **Best Award, Finalist**

Toitanga, 2021

## TOOLS & TECH STACK

Figma, Posthog, Google Analytic, Attio, Raycast

Linear, Notion, GitHub, Slack, Webflow,

React, HTML, CSS, Tailwind CSS, Astro.js, Cursor, Typescript, Nextjs, Framer motion, Framer, Storybook, Shadcn UI

Hono.js, Node.js, Drizzle ORM, PostgreSQL, Neon DB, Supabase

## **Colenso BBDO, Auckland, NZ — Experience Designer**

Jan 2020 - Feb 2022

Led the design of immersive digital experiences for clients across telecommunications, pet food, and banking sectors. Focused on delivering user-centric solutions informed by thorough research and industry insights.

- Crafted designs for immersive digital experiences for corporate clients.
- Designed UX flows and UI systems for a globally recognized consumer app in the pet food industry.
- Conducted UX research to ensure solutions were culturally, socially, and technologically sound.

## **RUN, Auckland, NZ — Creative Technologist**

Jun 2020 - Sep 2020

Collaborated with a globally awarded Māori-owned creative agency, turning innovative concepts into functional prototypes for diverse clients. Contributed to culturally significant projects and branding initiatives.

- Translated creative concepts into functional prototypes.
- Worked on indigenous-led branding projects and cultural workshops.

## **Auckland University Of Technology, Auckland, NZ — Tāura Kaiwhatu (Student Mentor)**

Feb 2019 - Feb 2020

Provided mentorship to university students across various disciplines, offering guidance in product design, digital arts, creative technologies, media, visual arts, and fashion design.

- Mentored students in product design, digital arts, creative technologies, visual arts, and fashion design.

## **EDUCATION**

### **Auckland University of Technology, New Zealand**

Bachelor of Design: User Experience Design/User Interface Design

2018 - 2020

### **Auckland University of Technology, New Zealand**

Bachelor of Business: Marketing and Advertising

2017 - 2019

### **Whitecliffe College, New Zealand**

Certificate of Design: Graphic Design

2016 - 2017