

# curriculum vitae of Dirk van de Mortel



Name: Henricus Mathijs Johannes (Dirk) van de Mortel

Birthdate: March 26, 1976 (Asten, Netherlands)

Residence: Baristraat 56, Eindhoven, Netherlands

Current employment: Technical Support Engineer since October 2016

Website: <https://dvdm-i.nl>

Email address: [dvdmortel@gmail.com](mailto:dvdmortel@gmail.com)

## Profile of Dirk van de Mortel

Dirk van de Mortel is a specialist in the field of experience design, user interaction with experience in development trajectories for B2C/B2B internet applications and desktop applications. He is a critical thinker, with a pragmatic determination with a focused attitude. He is able to translate complex issues into user interfaces, robust business logic both verbally and in writing, and through visualization and programming.

*"My passion is to invent and improve, to optimize the interaction of products, services and systems for flawless, enjoyable and memorable user experience. I achieve this with the tools that are at my disposal, using graphical and programming skills. I thrive in composed teams and with a palette of activities which appeal to my creativity, communication and technical skills. Involving end-users, stakeholders and other parties throughout the iterative (research) design/development process, from ideation to deliverable. Using specific industry knowledge and techniques acquired through the process and with the adequate scientific knowledge -and where feasible and/or appropriate, implemented."*

## AREAS OF EXPERTISE

User Research	Research & Development	Web development
Usability Evaluation	Communication	Adobe Master Suite
User Interface Design	Project management	WordPress, CodeIgniter

## MOST RECENT WORK EXPERIENCE

Period	Function	Months	Branch
2016/10 – 2019/01	Technical Support Engineer	27	Research and education
2015/01 – 2016/09	UX-designer, developer	14	Various B2B and B2C
2009/06 – 2014/10	User-System interaction engineer	48	Catering and Leisure industry

## EDUCATIONAL OUTLINE

**Post-graduate** *User-System Interaction (USI, PDEng)*, 2006–2008; Eindhoven University of Technology, 3TU Federation, Stan Ackermans Institute.

*Interactive Multi Media (IMM) of the European Media Master of Arts (EMMA)*, 2002–2003; Utrecht School of Arts and European Multi Media Master of Arts, The Open University.

**Bachelor of Art and Technology**, *Interaction Design*, 1999–2002; Utrecht School of Arts, faculty Art Media and Technology (Hilversum).

*Secondary School (in Dutch: Middelbaar Laboratorium Onderwijs)*, *Technical microbiological lab technician*, 1992–1997; Technical Lyceum Eindhoven (TLE).

## PUBLICATIONS

<p><i>Closer to nature: Multi-sensory engagement in interactive nature experience for seniors with dementia.</i> Feng, Y., Yu, S., Van De Mortel, D., Barakova, E., Rauterberg, M. &amp; Hu, J. 21 apr 2018 Proceedings of Chinese CHI 2018 - 6th International Symposium of Chinese CHI, ChineseCHI 2018. Association for Computing Machinery, Inc, Vol. Part F137135, p49-56.</p>
<p><i>Use of WebLabs as a platform for remote customer research.</i> Mortel van de, D. (2008). Eindverslagen Stan Ackermans Instituut. Published by Eindhoven University of Technology. ISBN: 978-90-444-0812-6.</p>
<p><i>Designing a Head-Up Game for Children.</i> Hendrix K., Guo Y., Mortel van de D., Tijs T. (2008). HCI2008 Culture, Creativity, Interaction. September 1-5, 2008.</p>
<p><i>ApartGame: a Multi-User Tabletop Game Platform for Intensive Public Use.</i> Mortel van de D., Hu J. (2007). International Conference over Intelligent User Interfaces (IUI'07), workshop Tangible Play.</p>
<p><i>From passive to active forms.</i> Rauterberg M., Salem B., Mortel van de D. (2005). L. Feijs, S. Kyffin &amp; B. Young (eds.) Design and semantics of form and movements. Koninklijke Philips N.V., pp. 110-117.</p>

## COURSES & CERTIFICATION

Name	Type/where	Year
Getting Started with Agile and Design Thinking	Course/FutureLearn.com	On wishlist
Digital Skills: Mobile	Course/FutureLearn.com	On wishlist
Digital Skills: Digital Marketing	Course/FutureLearn.com	On wishlist
Positive Parenting After Separation	Course/FutureLearn.com	2018 April
Cyber Security for Small and Medium Enterprises	Course/FutureLearn.com	2018 March
The Science of Endurance Training and Performance	Course/FutureLearn.com	2018 March
The Internet of Things	Course/FutureLearn.com	2018 February
Object Oriented Programming in Python	Course/FutureLearn.com	2018 February
Digital Skills: Web Analytics	Course/FutureLearn.com	2018 January
Understanding the General Data Protection Regulation	Course/FutureLearn.com	2018 January
Learning How to Learn	Coursera.org	2017 July
ID Introduction Program for Core Team Members	Certification TU/e	2006
English	Certification	2006

## LANGUAGE

Language	Spoken level	Written level
Dutch	Native	Native
English	Fluently (American-English)	Fluent

### Prior to IT, internships at:

- o Nijmegen University, faculty of Evolution theory, research of Thiobacillus CS2.
- o RIKILT Wageningen, Institute of Food Safety, research of Salmonella in chicken feces with Polymerase Chain Reaction (PCR).

### PERSONAL TRAITS in keywords

Focused, hands-on (doer), *somewhat* reserved, self-aware, effective, flexible and versatile, detail oriented, team-player. Keen to acquire new skills and eager to learn.

### EXPERIENCE MATRIX

**1.** Theoretical; **2.** Some (<1 year); **3.** Intermediate (1-3 years); **4.** Advanced (>3 years); **5.** Expert

AREA	EXPERTISE	LEVEL
<b>Interaction Design Tools</b>		
	Adobe Creative Master Suite	4
	Task analysis	4
	Wireframing (Balsamiq Mockups, OmniGraffle, Sketch)	3
	Prototyping	4
	Interview	3
	Brainstorming/ideation	4
	Card sort	3
	Personas and scenarios	3
	Focus groups	3
	(Online) surveys (e.g. System Usability Scale)	2
<b>Methods, tools and techniques</b>		
	Writing (manuals, requirements)	4
	Procedural programming	5
	Object Oriented programming	3
	Interaction design patterns	4
	Google Webmaster Tools (Analytics, AdWords)	4
	Unified Modelling Language (UML)	1
	Agile development	1
	Electronics	3
<b>Programming</b>		
	Python	2
	PHP (4 and up)	4
	HTML & CSS	5
	Adobe Director Lingo	5
	JavaScript frameworks (Google, jQuery, DataTables, Highcharts)	4
	API (openGraph, Twitter)	2
	JavaScript (ES5) & JSON	3
	Responsive design (Twitter Bootstrap)	3
	HTML5	4
	Java	2
	XML \ XSD \ XSLT	2

AREA	EXPERTISE	LEVEL
	C#	1
	Microsoft Foundation Classes	1
	C++	2
	REST APIs	2
	PHP Frameworks (CakePHP, CodeIgniter)	3
<b>Templating</b>		
	Smarty	4
	CodeIgniter	4
	KickstartJS	2
<b>Web/CMS platform</b>		
	WordPress	4
	WordPress theme development	2
	Joomla	2
	Symfony2	2
	Drupal	2
<b>IDE</b>		
	Eclipse	4
	NetBeans	3
	Visual Studio.Net	2
<b>Version control</b>		
	TortoiseSVN with VisualSVN	4
	Microsoft Visual SourceSafe	2
	Git	3
<b>Operating systems</b>		
	Microsoft Windows (DOS/3.x/9x/NT/2008/XP/Vista/7/8/10)	4
	Linux (Debian, Redhat, Slackware, Ubuntu)	4
	iOS	2
<b>Web servers</b>		
	Xampp (Apache)	4
	Internet Information Services (IIS)	2
<b>Databases</b>		
	MySQL (transactional)	4
	Microsoft Access	2
	SQLite	2

## WORK EXPERIENCE

<b>Period</b>	October 2016 – January 2019
<b>Employer</b>	Industrial Design, Eindhoven University of Technology (SC+FE)
<b>Function</b>	Technical Support Engineer for PhD students and staff projects
<b>Core activities</b>	Programming software and hardware, testing and building interactive installations. Web development, writing.
<b>Tasks and responsibilities</b>	
<p>Technical support defined in software and hardware for student projects in developing their research prototypes. This can be new or existing projects and new workable prototypes which require adjustments to improve or change the ongoing investigation through iteration. I've been working on larger projects:</p> <ul style="list-style-type: none"> <li>- <i>Closer to Nature</i> installation at a care home where the installation has been relocated to be permanent. (PhD project)</li> <li>- <i>Memories Sharing</i>: in a care home elderly can submit a postcard which is then made digital, managed via a CMS and distributed over social media</li> </ul>	

and shown on screens. (PhD project)

- *OOC*SI: web sockets library for various platforms and super easy to use. Improved learning materials including lectures and examples text.

<b>Period</b>	July 2016 – 2017
<b>Client</b>	Various web projects
<b>Function</b>	Freelance creative designer at DvdM-interactive
<b>Core activities</b>	Backend and frontend development. PHP, HTML, MySQL, SEO, Google Webmaster Tools, Adobe Photoshop. Security and speed optimization. Interaction design.

### Description, tasks and responsibilities

Helping small businesses and organizations with their online footprint such as WordPress websites (with emphasis on speed, security, SEO) such as:

- Architectenbureau Studio-pls Eindhoven (://studio-pls.nl)
- Casino Sevens (://casinosevens.nl)
- IFIP Technical Committee 14: Entertainment Computing (://ifip-tc14.org)
- Designed Intelligence (://designedintelligence.nl)

Technical consultancy for Next Level Serious Software BV.

<b>Period</b>	January – May 2016 (..)
<b>Client</b>	Internal project; start-up ://doc.legal
<b>Function</b>	Interaction designer
<b>Core activities</b>	Getting ideas off the ground towards a market-ready product
<b>Tech expertise</b>	PHP, HTML, CSS, JavaScript, MySQL
<b>Design expertise</b>	Brainstorming, Adobe Photoshop, wireframes, personas, task analysis, interviews, prototyping, writing, project management

### Background

A befriended lawyer is an expert in his field and sees the world changing but the legal profession lags far behind. His thoughts fit in the changing world of sustainability and (knowledge) equality. Together we are working from the base of his idea to create online legal documents with other related functionalities. Without fuss, unnecessary luxury and in a comprehensible language for a fair price.

### Tasks and responsibilities

Problem mapping of the main legal aspect, the agreements and other functionalities. Personas, customer journey and task analysis for the selection of new documents and subsequent mock-ups and prototypes.

<b>Period</b>	July 2014 – July 2016
<b>Client</b>	Diverse web projects
<b>Function</b>	Self-employed creative designer at DvdM-interactive

<b>Core activities</b>	Backend and frontend development
<b>Tech expertise</b>	PHP, HTML, MySQL, SEO, Security and speed optimization
<b>Design expertise</b>	Interaction design, Google Webmaster Tools, Adobe Photoshop
<b>Description, tasks and responsibilities</b>	
<p>Assignments are carried out for various companies. Consultancy, repair of hacks and poorly secured websites:</p> <ul style="list-style-type: none"> <li>- CashOpt.de</li> <li>- OrthomanueelDierenarts.nl</li> <li>- SomersMurphyEarl.ie</li> </ul> <p>Maintenance and updating websites:</p> <ul style="list-style-type: none"> <li>- StephanieVdWiel.com</li> <li>- PureEnergyYoga.nl: Informational website and web shop (WordPress)</li> <li>- Evojet.nl: Product website;</li> </ul> <p>New websites in WordPress besides with developing and implementing special attention to: 1. Performance/response rate, 2. Security by means updating version and applying constraints, 3. Design adjustments and images quality (multi-device), 4. SEO optimization, findability also in social media.</p> <ul style="list-style-type: none"> <li>- Architects studio Plus: Studio-pls.nl</li> <li>- New Literary Foundation Watershed Eindhoven: StichtingWatershed.nl</li> <li>- De Jongens van Boven: Ad-hoc front-end development in project Pinscribble</li> <li>- Real Time Branding: r-t-b.nl</li> <li>- Cabinets of Curiosity.eu</li> <li>- Dirk van de Mortel interactive's portfolio: DvdM-i.nl</li> <li>- Strikers.nl: Responsive website, modular design with data file;</li> </ul> <p>New website concepts developed receivers for marketing and developing functional extension of WhatsApp for the digital signage application SeriousBox.</p>	

<b>Period</b>	February 2015
<b>Employer</b>	RISA-IT BV; corporate website
<b>Function</b>	Interaction designer; web developer
<b>Core activities</b>	Consultant, development in WordPress
<b>Background</b>	
<p>The marketing department has outsourced the development of its own corporate website. After dissatisfaction with the existing team they brought me in to complete the website.</p>	
<b>Tasks and responsibilities</b>	
<p>In consultation with various disciplines / departments within the company are mainly front-end made adjustments. The new website in WordPress has also received an optimization: 1. Performance/response rate, 2. Security by means update versions and applying constraints 3. Design adjustments and image quality, 4. SEO optimization and findability.</p>	

<b>Period</b>	January 2015
---------------	--------------

<b>Client</b>	Alliander NV
<b>Function</b>	Webdeveloper
<b>Core activities</b>	PHP, CodeIgniter, HTML, Elgg, Github

### Background

Alliander is a well-known energy company. They have developed an intranet in-house based on a relatively new social networking platform called Elgg. All branches spread in the Netherlands (and later elsewhere) will start using this. For handling internal issues are wizards used to unravel the client information, send it this way via an email to the appropriate people.

### Tasks and responsibilities

As a programmer, I was responsible for delivering the enhancements to the new platform, the web forms. The forms were prepared by Alliander and were delivered in Word format. These were directly drawn into the Elgg engine platform with a connecting front-end and user experience.

<b>Period</b>	June 2013 – 2016
<b>Employer</b>	Next Level Serious Software BV
<b>Project</b>	Call-center web application
<b>Expertise</b>	PHP, MySQL, HTML5, CodeIgniter

### Background

Changing economies, changing business models require a different approach in monetizing digital signage. From subscription based sales of the SeriousBox software, it is offered free now, in return to place a limited number of advertisers. All locations throughout Europe have an average of 3.5 screens, which lends itself for digital advertising. From the existing technical infrastructure of SeriousBox application a new application is built to “shop” for locations for advertisers.

### Tasks and responsibilities

After interviews with future users a concept for telephone acquisition and understanding of the business model, occurred via pen-and-paper testing. That is through User Centered Design, iteratively improved over the first wire-framing and click model. Then developed a web application with a unique front-end and interfacing where the operators have their own login. This enables performance to be measured and they can handle their own orders with a personal twist. The operator ‘shops’ as it were multiple digital signage locations in a single order in which details of the sale are entered and details of the locations visible.

It’s a task optimized call-center application for entering and retrieving information of potential advertisers and lookup current locations, also geographically and including all sort of location details. After an order is finished, the advertisement is updated into the SeriousBox system and will show up at the chosen locations. The advertiser receives a confirmation email with documents and a payment (iDeal) request will be created when chosen so. The order information of each operator leaves valuable information to create Business Intelligence with infographics on e.g. performance.

<b>Period</b>	October 2010 – June 2014
---------------	--------------------------

<b>Employer</b>	Next Level Serious Software BV
<b>Function</b>	User-System interaction specialist; web design, web developer
<b>Core activities</b>	Desktop application development, corporate website, client portal and customer microsite, UX
<b>Tech expertise</b>	PHP, MySQL, HTML5, Java, CodeIgniter, Joomla, WordPress, Symfony, Linux
<b>Design expertise</b>	Project management, testing, Adobe Master Suite, user research methods, interaction design, writing

### Background

Next Level Serious Software BV has developed an interactive digital signage software, that is especially geared towards the hospitality and leisure industry. In 2008 the idea developed into a marketable product that has gradually become more stable, with increased functionality and usability. The application contains a number of different interacting layers including SMS and social media. It consists of three entrances: there is a user portal for customers to manage bespoke content into the Content Management System (CMS). For employees, there is the Customer Relation Management (CRM) to control client accounts and make acquisitions. There is a desktop application developed in Java that narrowcast displayed on monitors.

### Tasks and responsibilities

Managing technical outsourcing teams, requirements, software evaluation, rewrite and develop new features. Here are made many sketches and wireframes for support. Made use of various APIs and web standards. Startup and guiding new narrowcasting networks abroad. Through Business Intelligence (BI) processes with a good front-end providing insight into operations and software interaction.

<b>Period</b>	March 2011 – April 2012
<b>Client</b>	SAM BV in cooperation with Next Level Serious Software BV
<b>Project</b>	iOS application development
<b>Core activities</b>	User experience and testing, documenting guidelines
<b>Tech expertise</b>	Linux, PHP, iOS
<b>Design expertise</b>	Project management, interaction design, observation, task analysis, interviews, card sorting, wireframing, writing

### Background

SAM BV commissioned further concept development through an outsource team that I managed providing guidance and user design. In a nutshell, multiple IP cameras can be controlled via an iPhone and viewed live. All this is controlled by a "black box"-computer on site and remote controlled by the mobile app.

### Tasks and responsibilities

The project needed to be managed and software improved. The iOS app and the central computer software have been tested in fields, such as functionality and usability. Installation is documented in simplified guidelines for technicians. The app has been extensively tested by users, such as performing tasks in the app. Observations, interviews and improving the design by card sorting has helped in making the app outstanding.



<b>Period</b>	May 2010 – October 2010
<b>Client</b>	Next Level Serious Software
<b>Function</b>	User Experience designer
<b>Core activities</b>	Web shop development
<b>Tech expertise</b>	PHP, HTML/CSS, MySQL, CodeIgniter, JavaScript frameworks, APIs
<b>Design expertise</b>	Task analysis, brainstorm, wireframes, prototyping, interviews

### Background

The company has built a customer base and want to offer personalized utilities and incentives.

### Tasks and responsibilities

The ground up project began with a number of interviews with stakeholders. Not in the last place to get everyone behind the idea. Everyone has thoughts about the plan and through brainstorming sessions that followed yielded new insights to create an initial product. First sketches were used to set thoughts started, later wireframes. By observing the employees, it became clear which points could be improved.

Created a CMS with CodeIgniter to manage and categorize shop items. The frontend is a web shop with shopping cart and payment system (iDeal). The customer is already an existing customer of Next Level Serious Software allowing to exchange existing information such as company name, logo, etcetera to display the utensils visually rendered in real time with this information.

<b>Period</b>	March 2009 – March 2010
<b>Employer</b>	Bikkels BV
<b>Function</b>	Interaction Design, Usability Consultant, Web developer
<b>Core activities</b>	User research (personas, interviews, card sorting, wireframes, brainstorming, prototyping) and web development

### Background

Working as an interaction designer in a predominant Business Intelligence (BI) atmosphere to create an overlap between big data – visualization – interaction.

### Tasks and responsibilities

At Bikkels projects such as thinking along and development of a so-called “historic browser” for a museum installation. Renewing the company’s intranet. For the latter, a card sorting method is used among employees to redesign, refocus the website on its desired functionality. From a Microsoft SharePoint website to using a Joomla environment where only the necessary features are displayed. Preceding investigating of other PHP platforms including CakePHP, Zend, Symfony and Drupal.

<b>Period</b>	January 2008 – October 2008
<b>Client</b>	Philips Research, Royal Philips Electronics
<b>Function</b>	Research Trainee

<b>Core activities</b>	User study on applications
<b>Tech expertise</b>	Web development, writing, prototyping
<b>Design expertise</b>	Usability evaluation methods, interaction design research, scenarios, surveys, interviews, SPSS, SUS, heuristic evaluation, usability testing, task analysis, user observation, wireframes

### Tasks and responsibilities

As a researcher in the Simplicity Labs project (simplicitylabs.net) and in a role as usability expert in conceptual apps, including an automated photobook. Developed and conducted a similar (quantitative) research between traditional and online laboratory experiments of user research and user feedback. The study involved over 50 participants both online and in the lab. It involved two different software applications which were continuously development during research.

<b>Period</b>	April 2006 – October 2006
<b>Employer</b>	Group Designed Intelligence, faculty of Industrial Design, Eindhoven University of Technology
<b>Function</b>	Research Assistant
<b>Core activities</b>	Project manager, technical support engineer
<b>Tech expertise</b>	Director Lingo, XML, HTML, interaction design research, documentation, physical installation
<b>Design expertise</b>	Project management, interaction design, ideation, wireframes, prototyping

### Background

The research project in cultural computing, was named ALICE. In brief, the project aims to study, by shaking up the world view of the user by offering an experience in a physical installation. This experience follows essential parts of Alice in Wonderland, worked out in 6 main stages.

### Tasks and responsibilities

Setting up an international and multidisciplinary team in which the project concept will be developed into an interactive and physical installation. Dirk led weekly meetings, brainstorming, discussions and prepared for this and created reports on this and research options. Coached students and managed the project so that it quickly took shape.

Designated university space has been converted over two floors. An autonomous white rabbit, a Cave Automatic Virtual environment (CAVE) with electronic sensors, a so-called stage server to connect the different stages (Director Lingo, XML commands) are just a couple of examples of the elaboration. Studies on the development of the experiences of different experiences and from other studies in the same domain.

<b>Period</b>	August 2005 – July 2006 (educational year)
<b>Client</b>	Faculty of Industrial Design, Eindhoven University of Technology
<b>Function</b>	Core team member, project coach and student coach
<b>Core activities</b>	Coaching, mentoring, ideation

## Background

In a competency-based education such as at the faculty of Industrial Design, I was coach for students in the Domain Play as one of the practitioners of the creative sector. In addition, each quarter he organized group projects for students.

## Tasks and responsibilities

The environment and encourages learning method to guide students individually through a variety of skills. Each quarter, these are between 6 and 9 different students who eventually twice a year to get a personal assessment for review. Four times a year a different group was coached on their progress. Providing feedback and coaching students was supported through group lessons and study materials and resulted in a certificate.

<b>Period</b>	November 2004 – April 2006
<b>Employer</b>	JHV Gaming Products BV
<b>Function</b>	Game Software Engineer (Interaction Designer)
<b>Core activities</b>	Development early prototype towards marketable product
<b>Tech expertise</b>	Director Lingo, C++, web development
<b>Design expertise</b>	Project management, game design, interaction design, personas, interviews, prototyping, task analysis, brainstorming, focus groups, surveys, technical writing, wireframes

## Background

After developing a successful graduation project, JVH had interest to lift the ApartGame to the next level. At the same time, there was a change in the marketplace for JVH in which they grew from gambling to gaming experience. I co-founded the new R&D department.

## Tasks and responsibilities

The new departed was called New Entertainment: a playground for the development of new –mostly physical - games and entertainment in where ApartGame was positioned. The latter from prototype to final product of hardware and in software. User studies and product studies with a wide variety of methods and strategies was conducted e.g. brainstorming, observations, (contextual) interviews, prototypes, task analysis, focus groups.

During this period, I have accompanied a total of four design students: one graduation internship and 3 bachelor internships.

<b>Period</b>	June 2003 – November 2006
<b>Role</b>	Self-employed interaction designer at DvdM-interactive
<b>Clients</b>	Small and Medium Enterprises (SMEs), freelancers, semi-government
<b>Core activities</b>	Development and design of web applications
<b>Tech expertise</b>	PHP, MySQL, HTML, CSS, JavaScript, VB, CodeIgniter, XML

<b>Design expertise</b>	Interaction design, brainstorming, focus groups, wireframes, task analysis, prototyping, interviews
<b>Background</b>	
<p>Development of simple and complex websites and web applications. Mostly front-end to back-end in-house, sometimes in collaboration with other disciplines. Visual representations, custom content management with login levels for company and product presentations, web shops, etc. Some examples:</p> <ul style="list-style-type: none"> <li>- Cretus.com and Errèl.com for JVH: Development of dynamic websites with CMS;</li> <li>- Illume Candles for Sun Valley, California;</li> <li>- NJoylive.nl, JVH gaming products: Dynamic website with CMS;</li> <li>- Incodelta Zuid-Nederland: user research, design, development and implementation of a government project, intranet application for project management for 100+ users;</li> <li>- Roots.nl (2001): Web shop (design, .ASP/VB)</li> </ul>	

ApartGame

ScratchWorks

<b>Period</b>	April 1999 – November 2001
<b>Employer</b>	Interplein BV
<b>Function</b>	Web developer/interaction designer
<b>Core activities</b>	Web design and web development, user ambassador
<b>Tasks and responsibilities</b>	
<p>Development of websites and web applications / calculation modules. The websites usually from beginning to end in the project, also in collaboration with other disciplines. Visualization and design as well as programming and implementation of modules. Guiding Saturday students. Some examples:</p> <ul style="list-style-type: none"> <li>o Webhyp.nl – mortgage wizard</li> <li>o Voetbalplein.nl – collection site for the European Championship in 2000</li> <li>o Rekenmodules.nl (recognition Ilse Internet Guide as "Best calculators website" 2000)</li> <li>o Effector.nl – company website</li> </ul> <p>Voluntarily bringing awareness of user friendliness to developers and GUI designers.</p>	

*End of document.*