

Thijs Last
Digital Designer

thijs-last.nl
thijs.last@outlook.com
+31 6 28 65 04 21

Experience

Digital Designer / Web, IT, UX and Graphic Design

ASaP B.V.
Amsterdam, Netherlands
7 years, 2014 - 2020

Among my multiple functions, I design products and software solutions for the oil and gas industry: from the initial sketch to the final design, I also implement the product at the customer location. Most recently, I worked on a year-long software project for the Shell refinery in Qatar. I traveled onsite several times to carry out the virtualization of 18 servers across 3 networks. I collaborated with an international panel of professionals (field, network and security engineers, product managers and developers). For ASaP, I unify the company's UX, UI and graphic design throughout its multiple products and digital marketing materials. In addition, I designed web-based UI's for touch screen devices, tailoring its features based on first-hand feedback from my colleagues and customers. Products must be scalable and should be able to grow with the customer.

Co-owner & Game Designer

Big Buddha Games
Zaandam, Netherlands
1 year and 9 months, 2012 - 2014

I co-founded a company where I developed and designed game concepts for mobile platforms, iOS and Android. I was also responsible for the administrative part of the company.

Intern Environment Designer

Cruden B.V.
Amsterdam, Netherlands
6 months, 2012

I designed 3D environment props and the level designs for race tracks simulated within a vehicle control systems.

Intern Game Designer

MediaLAB, Fluhrstucke Festival
Munster, Germany
7 months, 2011

I designed the gameplay and graphical content of an interactive game where we displayed participants heads in a PAC-MAN-like game. This game was projected onto the wall of a public library.

IT & Webmaster

ASaP B.V.
Amsterdam, Netherlands
5 years, 2007 - 2011

I maintained all assets of IT, website and automation, as well as the digital marketing.

Sales Advisor & System Builder

UMSU PC
Zaandam, Netherlands
1 year, 2006

In charge of selling laptops, PCs, software and parts, I worked directly with customers. There, I learned to listen and cater clients' needs with suitable products while respecting a budget. I also designed and built systems.

Education

Game Design

Mediacollege Amsterdam
Amsterdam, Netherlands
4 years, 2008 - 2012

Courses

Graphic Design
User Interface Design

Hard Skills

Adobe XD
Photoshop CC
Photography

WordPress CSS & HTML
(Google) Analytics
SEO & SEA

Windows Server
ERP & CRM
VMware ESXi

Soft Skills

Analytical
Teamwork
Flexible

Communicative
Responsible
Loyal

Miscellaneous

Languages
Driver's license

Dutch, English
B