



# GREG GOMES

Crafting Digital Solutions with Empathy, Leadership, and Code.

41 50 00 44

greggomes3d@gmail.com

www.linkedin.com/in/greg-gomes-ux



## Programming



## Design Tools



## Certifications



## Languages

English Danish

## Education

### UCN Web Development

Bachelor's Degree  
University College Nordjylland / 2013 - 2015

### UCN Multimedia Design & Communication

AP Degree  
University College Nordjylland / 2011 - 2013

### AI Media Arts & Animation

Bachelors of Science  
Art Institute of Fort Lauderdale / 1997 - 2000

## Quick Facts

+10 Years Adobe Software Packages

7 Design Systems Created & Maintained

+5 Years Lead Designer

+8 Companies

## Experience

### Nodi • UX & Digital Design Consultant

2025 - Freelance

- Led project scoping and planning, including detailed hourly task breakdowns, timeline creation, and feature release scheduling/staging
- Developed detailed personas to guide both marketing strategy and UX design for Nodi's digital products
- Designed and implemented a website in Odoo, leveraging Bootstrap 5 as the front-end framework for responsive, scalable layouts
- Built a comprehensive design system to ensure consistent branding and streamlined design-to-development workflows
- Created a 3 month social media strategy, including content planning, platform targeting, and engagement guidelines
- Produced video content and handled diverse video editing tasks to support campaigns and brand storytelling
- Created high-quality product imagery and videos using SolidWorks, showcasing product features and designs for both web and marketing use
- Delivered assets and strategies aligned with Nodi's business goals, enabling stronger user engagement and marketing efficiency

### Kreafe • UX/UI Designer & WordPress Developer

2025 - Freelance

- Built a multi-language website (English, Danish, German) using WordPress, Elementor, and Polylang to serve an international audience
- Created a custom Figma-based design system, ensuring visual consistency and WCAG AAA accessibility compliance
- Designed high-fidelity mockups and implemented responsive layouts for mobile and desktop
- Expanded the site's navigation to include Aftercare and Opening Hours, improving content discoverability
- Collaborated closely with main stakeholder Tine Ziegler Jensen, aligning the design with Kreafe's evolving brand vision

### Benelizer • UX Designer & Front-End Framework Developer

2025 - Internship

- Designed and documented a custom front-end HTML/CSS framework to ensure visual consistency and scalability across Benelizer's web products
- Created a Figma design system for long-term design alignment, including components, color palettes, and typography guidelines
- Conducted persona development and a design audit to identify UX gaps and opportunities for improvement
- Leveraged Material Design principles, informed by demographic research showing the predominant ecosystem was Google Workspace
- Achieved WCAG AAA accessibility compliance, ensuring an inclusive experience for all users
- Collaborated with the project owner to recommend process enhancements, including task tracking (Trello) and optimized meeting formats
- Delivered all assets within project deadlines, enabling faster future development and design efficiency

### TimeLog • Senior UX Designer

2022 - 2024

- Maintenance of multiple design systems
- Creation of complex but easy-to-use components, design documentation in Figma
- Creation of UX workflows, infrastructure, and frameworks including the utilization of AI in UX tasks to ensure speed and efficiency
- Customer Interviews and mock-up creation for product and flows
- Maintenance of the Autopilot Platform providing both mockups and front-end development
- Creation of presentations for internal stakeholders on UX findings and workflows to promote general knowledge and acceptance of UX within the organization

### CodeCreator (acquired by TimeLog) • Lead Designer

2017 - 2024

- Creating captivating and beautiful user interfaces that have a solid UX foundation
- Theming and extending CSS frameworks for custom web solutions, ensuring markup is semantic and meets HTML 5 and CSS 3 standards
- Determined feasibility of ask by the stakeholder to ensure that the ask was possible with the available resources and timeline
- Creation of components in Angular

### AutoPilot • Front End Developer

2017 - 2022

- Working as a liaison between the Product team in Aarhus and the development team in Aalborg, ensuring markup is semantic and meets HTML 5 and CSS 3 standards
- Transformation of tabular data to graphs both from a UX perspective and implementation with JavaScript
- Maintenance of design documents and systems so that the development team's output is aligned with expectations of stakeholders
- Determine the feasibility of stakeholder wishes to ensure that production and progress are maintained
- Creation of components in Angular
- Creation of custom icons in Illustrator to be used in HTML as icon font
- Creation of a UI Kit in Figma allowing the Product Team in Aarhus to quickly and efficiently create mock-ups of features for production

### VUK Aalborg • Part-Time Web Developer/Multimedia Designer

2015

Producing graphical user interface design for an app, print brochures and video for VUK-AALBORG

### Dentlet, Klarup • Web Developer Intern

2014

- Development of an ETL solution for Magento e-commerce platform
- Development and design of marketing material utilizing 3D software

### ITT Technical Institute • Animation Instructor

2002 - 2005

Multimedia Instructor, taught basic concepts of 3D animation using 3D Studio Max software

### Mix One • Lead Animator

2000

- Developed a 30 second advertisement in 3D Studio Max
- Trained client in basic use of 3D Studio Max