



GREG GOMES

Crafting Digital Solutions with
Empathy, Leadership, and Code.

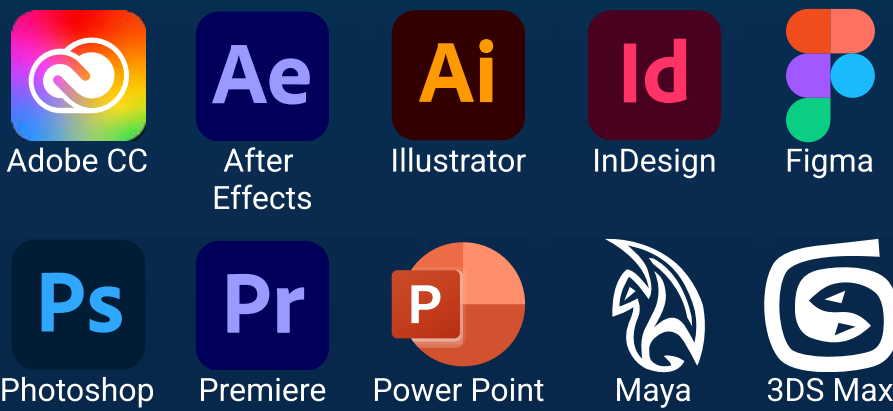
📞 41 50 00 44
✉ greggomes3d@gmail.com
🌐 www.linkedin.com/in/greg-gomes-ux



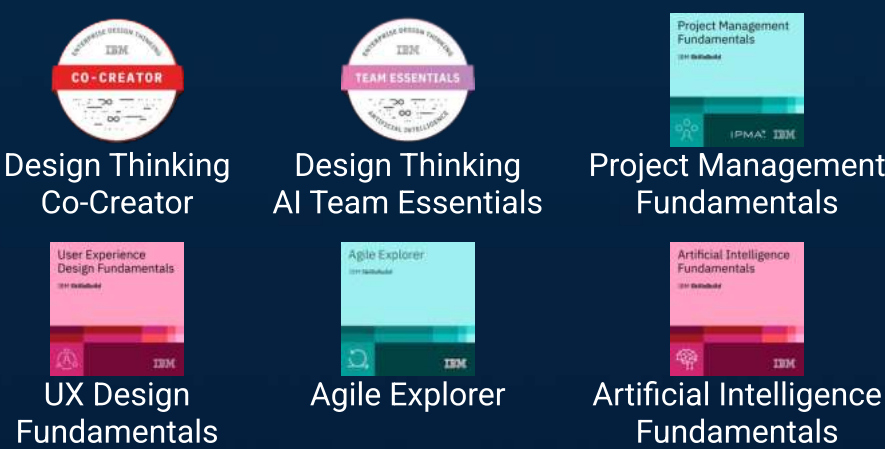
Programming



Design Tools



Certifications



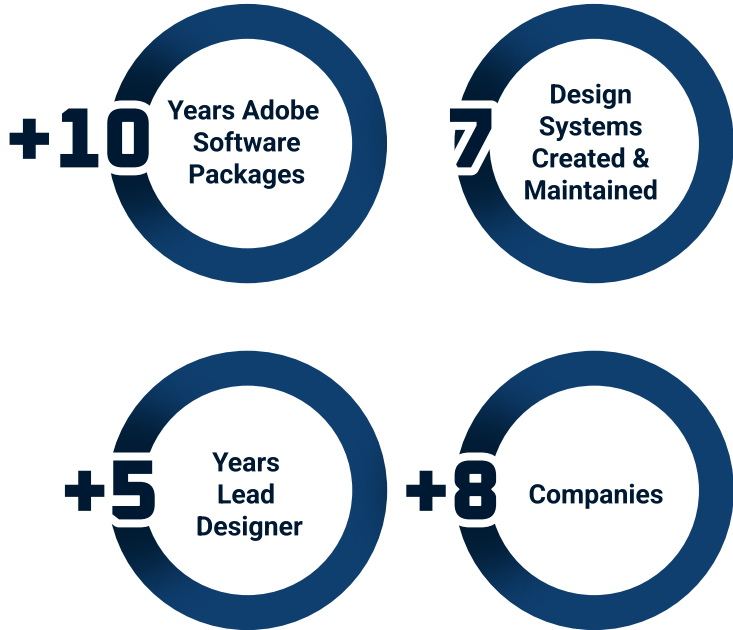
Languages

English Danish

Education

- uUn Web Development**
Bachelor's Degree
University College Nordjylland / 2013 - 2015
- uUn 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



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