

SVEN CHARLEER, PhD

Freelance UX Designer & Data Visualisation Expert

Portfolio: be.net/svencharleer

sven.charleer@gmail.com | Brasschaat, Belgium

ABOUT

Creating engaging experiences are a combination of responding to user and business needs, and designing enjoyable, useful, and easy-to-use interfaces on proven technologies. I have been working in traditional business software development, games industry, data visualisation and UX research. These experiences provide a unique combination of skills that enable a quick and thorough delivery process from inception to working prototypes that can be evaluated with real users.

EXPERIENCE

Freelance UX Designer & Data Visualisation Expert

Brasschaat, Belgium

01/2019-Today

I research and design experiences that are useful, usable, and enjoyable, whether it is a service, an app, or data visualisations. I guide companies through the user experience journey, from idea to proof of concept. Through a user-centred, rapid prototyping approach, I build and evaluate digital sketches and prototypes based on user research (brainstorming, observations, interviews ...). The iterative nature of the process helps customers estimate the viability of a concept in early stages and be involved in every step of the way. My expertise is the design of dashboards and data visualisations using a UX approach.

Postdoctoral Researcher

KU Leuven, Belgium

07/2017-12/2018

As postdoctoral researcher I was responsible for the design-based research (iterative design, prototype development, evaluation) of a labour market exploration tool in collaboration with the Belgian government service VDAB. I also researched video game metrics visualisations to improve eSports spectator and team experience. This work is published and presented at the CHIPLAY '18 conference, Melbourne, Australia (ACM: Acceptance rate: 33 %).

I supervised Master in Engineering (Burgerlijk Ingenieur) students and PhD students at the Human-Computer Interaction group, Computer Science Department on topics such as Second Screen applications, Quantified Self through Data Visualisation, Augmented Reality, Virtual Reality, and video game visualisations.

SVEN CHARLEER, PhD

Freelance User Experience & Data Visualisation Researcher / Designer

sven.charleer@gmail.com | Brasschaat, Belgium

PhD Candidate

KU Leuven, Belgium

01/2013-07/2017

Built up five years of expertise in UX and data visualisation in areas such as education (learning analytics), digital humanities, unemployment, and eSports. My dissertation focussed on creating effective Learning Dashboards through the development and evaluation of Learning Analytics visualisations for teachers, study advisers, and students. This research has resulted in LISSA (Learning dashboard for Insights and Support during Study Advice) which is currently being deployed across multiple campuses at KU Leuven and general Learning Dashboard guidelines which have been published in IEEE Transactions on Learning Technologies (Impact Factor: 2.267) and EC-TEL 2016 Adaptive and Adaptable Learning Lecture Notes in Computer Science (Springer: Acceptance rate: 25%). Details on my other publications and citations can be found on [Google Scholar](#).

Involved in the program committees of international conferences and workshops in the field of Technology-enhanced Learning such as LAK, ECTEL, ARTEL, and Cross-LAK.

Contributions to the European FP7 - weSPOT project, the CIP - eCloud project and the Erasmus+ - ABLE project.

Teaching responsibilities in topics such as data visualisation, Arduino, Raspberry Pi, Android development, and game development.

End-to-end Solution Engineer

NorthgateArinso (6000 employees), Brussels, Belgium

06/2011-01/2013

Active contributor to the whole software engineering cycle and responsible of architecture, design, and implementation of the development of a Service Centre Management system.

End-to-end Solution Engineer

iChoosr (10 employees), Antwerp, Belgium

02/2010-06/2011

Active contributor to the whole software engineering cycle and of architecture, design, and implementation of the development of an ecommerce platform.

Game UI developer

Monumental Games (100 employees), Nottingham, United Kingdom

07/2008-02/2010

Responsible for the development of the UI of Capcom's MotoGP 09/10 (Xbox 360, Playstation 3 - Release date March 2010). Part of a team of 12 programmers and 10 artists. Responsible for 2 programmers.

SVEN CHARLEER, PhD

Freelance User Experience & Data Visualisation Researcher / Designer

sven.charleer@gmail.com | Brasschaat, Belgium

Co-founder/Game Designer/Developer

Rad Lab Games

04/2009-01/2010

Responsible for the design and development of iOS games. Part of an international indie development team of 6 people.

Senior Software Engineer

NorthgateArinso (6000 employees), Brussels, Belgium

12/2003-07/2008

Responsible for the design and development of the front-end and back-end of a Service Centre Management system. Working in a team of 8 developers and leading development of an off-shore team in Malaysia.

EDUCATION

PhD in Engineering Science: Computer Science

KU Leuven, Belgium

2013-2017

Design-based research to create effective Learning Dashboards through the development and evaluation of Learning Analytics visualisations for teachers, study advisers, and students.

Master in Informatics

KU Leuven, Belgium

1999-2003

Part-time Art Academy, Visual Arts

Academie Berchem, Belgium

2010-2012

CERTIFICATES

Game Development for Modern Platforms – Coursera/Michigan State University (2017)

Exploitation of Research, Technology & Knowledge Transfer – KU Leuven R&D (2017)

SVEN CHARLEER, PhD

Freelance User Experience & Data Visualisation Researcher / Designer

sven.charleer@gmail.com | Brasschaat, Belgium

SKILLS

Mockups & Prototyping (Figma / Sketch / Adobe XD...)

User research (User stories / Personas / Observation / Interviews / Questionnaires...)

Data Visualisation (React / Meteor / D3 / Processing)

Development (Web / Windows / iOS / Video Games)

Writing (scientific publications / reporting...)

Presenting and teaching (international conferences / workshops / university courses...)

LANGUAGES

English: Fluent

French: Very good

Dutch: Mother tongue

REFERRALS

Frederic Verjans

Software Architect, NorthgateArinso, Belgium

frederic.verjans@ngahr.com

Sean-Paul Manning

Art Director, Riot Games, Los Angeles, USA

seanpaul.manning@gmail.com

Maarten Smolders

Product Owner, Project Frisket, Belgium

maarten.smolders@gmail.com

Jose Luis Santos Odriozola

Digital Consultant, Design is Dead, Belgium

jose@designisdead.com

HOBBIES

Sports (Yoga, Tennis, Swimming)

Video games

Content Creator (blogging, YouTube, Instagram)

Drawing