

# KEMAL REZA

Antwerp, Belgium · Remote (EMEA)

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## SUMMARY

Design professional with 10+ years of experience enabling scalable design practices within enterprise B2B environments. Specialized in building and maintaining design systems, improving cross-team alignment, and strengthening collaboration between design and engineering. Focused on creating the infrastructure, documentation, and governance that allow design teams to operate consistently and efficiently at scale.

## CORE SKILLS

- Design systems governance and component standardization
- Design documentation and adoption enablement
- Cross-functional alignment between design, product, and engineering
- Workflow optimization and reduction of UI inconsistency
- Scalable UI foundations and system-level accessibility
- Design-to-development alignment and implementation review
- Tooling support (Figma libraries, shared patterns, structured handoff)

**Tools:** Jira, Confluence, Figma, Axure, Miro, Google Workspace, HTML/CSS

## EXPERIENCE

### **OneSpan** – UX/UI Designer

BRUSSELS, BELGIUM · APRIL 2025 - PRESENT

- Maintain and evolve shared design patterns across multiple enterprise security products.
- Contribute to improving UI consistency and reducing duplication across teams.
- Collaborate closely with engineering to align system standards with implementation.
- Support structured documentation of reusable components and interaction patterns.
- Advocate for consistent design practices across product teams.

### **CareerFoundry** – UI Design Tutor

REMOTE · AUGUST 2021 - FEBRUARY 2026

- Mentor designers on structured thinking, scalable UI practices, and design system fundamentals.
- Provide guidance on improving design workflows and collaboration in product environments.

### **Ververica GmbH** – Senior UI Designer

REMOTE · FEBRUARY 2022 - MARCH 2025

- Built and maintained a cross-product design system supporting enterprise cloud platforms.
- Standardized UI components and patterns to improve consistency across multiple tools.
- Partnered with engineers to ensure design specifications translated effectively into production.
- Reduced fragmentation by consolidating duplicated UI elements into shared libraries.

- Supported design workflow clarity through structured documentation and reusable foundations.

### **Contiamo GmbH** – *Senior UX/UI Designer*

BERLIN, GERMANY · APRIL 2019 - NOVEMBER 2021

- Led efforts to standardize UI patterns across complex enterprise tools.
- Defined reusable components to support long-term scalability and maintainability.
- Improved collaboration between design and engineering through clearer system definitions.
- Contributed to design quality and cross-team alignment practices.

### **Earlier Roles** – *Digital Product & Design*

VARIOUS LOCATIONS · 2006 - 2019

- Contributed to enterprise and platform products at McKinsey & Co., Spreadshirt AG, Datameer GmbH, Replex.io, and others.
- Supported UI consistency and reusable component practices across cross-functional teams.
- Collaborated closely with engineering and product stakeholders in agile environments to improve design clarity and implementation alignment.

## **EDUCATION & CERTIFICATIONS**

### **MBA in Sustainability, Innovation & Leadership** (*in progress*)

Tomorrow University of Applied Science · Berlin, Germany

SEPTEMBER 2024 - SEPTEMBER 2026

### **DipHE - Multimedia Arts**

Middlesex University · London & Singapore

2007

### **Creative Media Diploma**

SAE Institute · Amsterdam

2005

## **LANGUAGES**

- Bahasa Indonesia (Native) · English (C1) · German (B2) · Dutch (B2)