

THINGS.[i have made]

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CREATIVE PROBLEM SOLVING THROUGH DESIGN THINKING

BA HONS

Visual Communication

Competency

Information Architecture	★★★★☆
User Experience	★★★★★
User Interface	★★★★★
Interaction Design	★★★★☆
Branding	★★★★☆
Print Design	★★★★☆
Design Support	★★★★☆

Tools

Photoshop	██████████
Illustrator	██████████
Indesign	██████████
Experience Design	██████████
After Effects	██████████
Figma	██████████
Sketch	██████████
Invision	██████████
HTML/CSS	██████████
Pen & Paper	██████████

Communication

Slack	[5/5]
Google Docs	[5/5]
Google Sheets	[5/5]
Google Slides	[5/5]
Trello [all similar]	[5/5]

Et al

User Centered Design	✓
User Research & Testing	✓
Multi Disciplinary Teams	✓
Startups & Investment	✓
Help Build & Lead Teams	✓
Love Design, Experimentation & Learning	✓

01.04.2020 - CURRENT

UX/UI

PROJECT: WATCHKEEPER INTERNATIONAL

Research and identify problems through stakeholder talks and user research in the data heavy complex industry of Critical Event Management. User research, lo-fi to hi-fi mock-ups to validate independently and collaboratively. User test, reiterate and handover prototypes. Help implement and set up review pipelines for exact implementation.

01.12.2019 - CURRENT

Creative Direction Consulting

PROJECT: COSTARTUP & GO

Helping startup business visually communicate themselves. Helping with the likes of Branding, Visual Messaging, Digital and Print presence.

01.12.2016 - 01.12.2019

Creative Director/UX & UI Designer

PROJECT: WOBBLGATE

Complete Creative Direction. Helping navigate the brand in the craft drinks market. Research to identified design problems, helping craft the visual message to communicate with its audience. Created four brands under the Wobblegate Orchards name and create and build a taproom. Built the whole digital and print presence. Building a successful e-commerce store and email strategy.

07.05.2016 - 01.12.2016

UX/UI Designer [6 MONTH CONTRACT FOR REDESIGN]

PROJECT: VIDADOS

Research and identify problems through stakeholder talks and User research on a e-commerce activity led travel website. Creating lo-fi to hi-fi mock-ups to validate independently and collaboratively. Build test and handover prototypes and help implement and set up review pipelines for exact implementation.

02.06.2014 - 07.05.2016

UX/UI Designer

PROJECT: EARLYBIRD SNACKS

Research and identify problems through stakeholder talks and user research on a subscription website. Creating lo-fi to hi-fi mock-ups to validate independently and collaboratively. Build test and handover prototypes and help implement and set up review pipelines for exact implementation.

02.05.2014 - 02.06.2014 | UX/UI CONTRACTOR w/YOPA

08.08.2012 - 02.06.2014 | FREELANCING w/MULTI PROJECTS

08.04.2011 - 08.08.2012 | DESIGNER w/SCS MARKETING

02.10.2010 - 08.04.2011 | TRAVELLED FOR 6 MONTHS WHILST FREELANCING

06.04.2008 - 02.10.2010 | DESIGNER w/BUNZL VENDING SERVICES

07.04.2007 - 06.04.2008 | DESIGNER w/REGENCY DESIGN & PRINT