



I'm a multidisciplinary UI/UX developer with a passion for creating purposeful and easy to use interfaces.

## Design

UX design from research and requirements gathering to prototypes and user testing.

UI design, creating and following visual languages.

Proficient in adobe suite for video and photo editing, illustrations and iconography.

## Development

JS ES6, css /sass, html, php

JQuery, React, propensity to pick up Vue, Angular  
Information architecture, data transport design.

## Experience

### Scanline VFX / Eycline Studios UX developer (contract)

09/2020 - Current

Taking the lead in creating a UI system for Scanline's new 'Eycline Studio'. In 2020 the company has expanded from VFX production to virtual stage production using cutting edge technology.

This project has required rapid design and prototyping to keep up with continually evolving requirements, and technology.

The design side of my work at Scanline has been all about the big picture. Building an extendable system, and thinking much more about it's architecture. So for example, various hardware vendors are able to provide their own UI to this system.

On the development side, my javascript skills have benefited from the challenge of not using any libraries or frameworks in the entire project.

### Vitsoe

02/2018 - 02/2020

#### Lead UX developer

Working within a small, agile development team, my role has encompassed everything from UX research, through to UI design and front-end development.

Delivering improvements to both customer-facing parts of the website, and internal business systems.

Often working with limited resources, and on an outdated technology stack was challenging, but understanding the technical limitations helped my design work stay within reach.

On their customer-facing website I backed up proposals with rigorous UX research, and achieved improvements in sales across all three of their products.

Alongside this ecommerce work I made broader UX improvements to navigation, contact pages, and account areas of the site. Refining but not re-inventing their well established visual style.

## **TTI Global**

03/2017 - 03/2018

### **Multimedia developer**

Working in eLearning design & development, played a leading role in the transition from flash to HTML5 courses. TTI operated as an agency for Jaguar Landrover (JLR), all of my work was carried out for this client. Regularly attending meetings with senior JLR executives to understand their requirements.

Alongside elearning writers I would design courses to be sent out to JLR sales reps across the world. Here I would learn valuable lessons on the challenges of designing layouts for multiple languages.

In a move away from flash, I developed HTML5 based courses using the SCORM framework. One of my key contributions was shifting courses away from reading and testing, to more of a reference guide. Sales reps found this to be far more beneficial in providing them knowledge on the product.

## **Bournemouth**

03/2016 - 03/2017

### **Self employed**

Gained some web design and development contract work. Eventually design work for TTI led to my full time role there and my move back to the midlands. During this time I also finished my first game project and launched it on the play store.

## **Avius**

08/2012 - 03/2016

### **Junior UI developer**

Initially employed at Avius in a temporary data-entry position, I started producing bespoke UI designs for existing and prospective clients. I helped to develop their survey product, designing new interfaces, and making UI customisation a central feature. This would

become a key selling point for their core business; the leisure and hospitality sector.

With only 6 other employees when I first joined, I had a variety of roles to fill. Providing technical support to our clients, keeping the company website up to date, and in print design, creating a plethora of user manuals, brochures, and marketing materials.

## **Dinstock**

Every summer 2008 - 2011

### **Sales Assistant (2011)**

Sold power tools to tradespeople often negotiating prices. Managed showroom stock, displays, and promotions.

### **Machine operator**

Operated industrial lathes in the manufacturing process for industrial fasteners (bolts).

## **Qualifications**

### **Bournemouth University**

2015

### **BA Computer Animation arts**

2:2

### **Birmingham City University**

2011

### **Art foundation degree**

Pass

### **D'Overbroecks, Oxford**

2010

### **A-levels**

Physics	B
History	B
Politics	B
Art (As)	A

### **Oldswinford, Stourbridge**

2008

### **GCSE's**

2	A*
3	A
7	B
1	C

### **Full driving licence held**