

ANTHONYDESIGNBOSS

Stay Creative

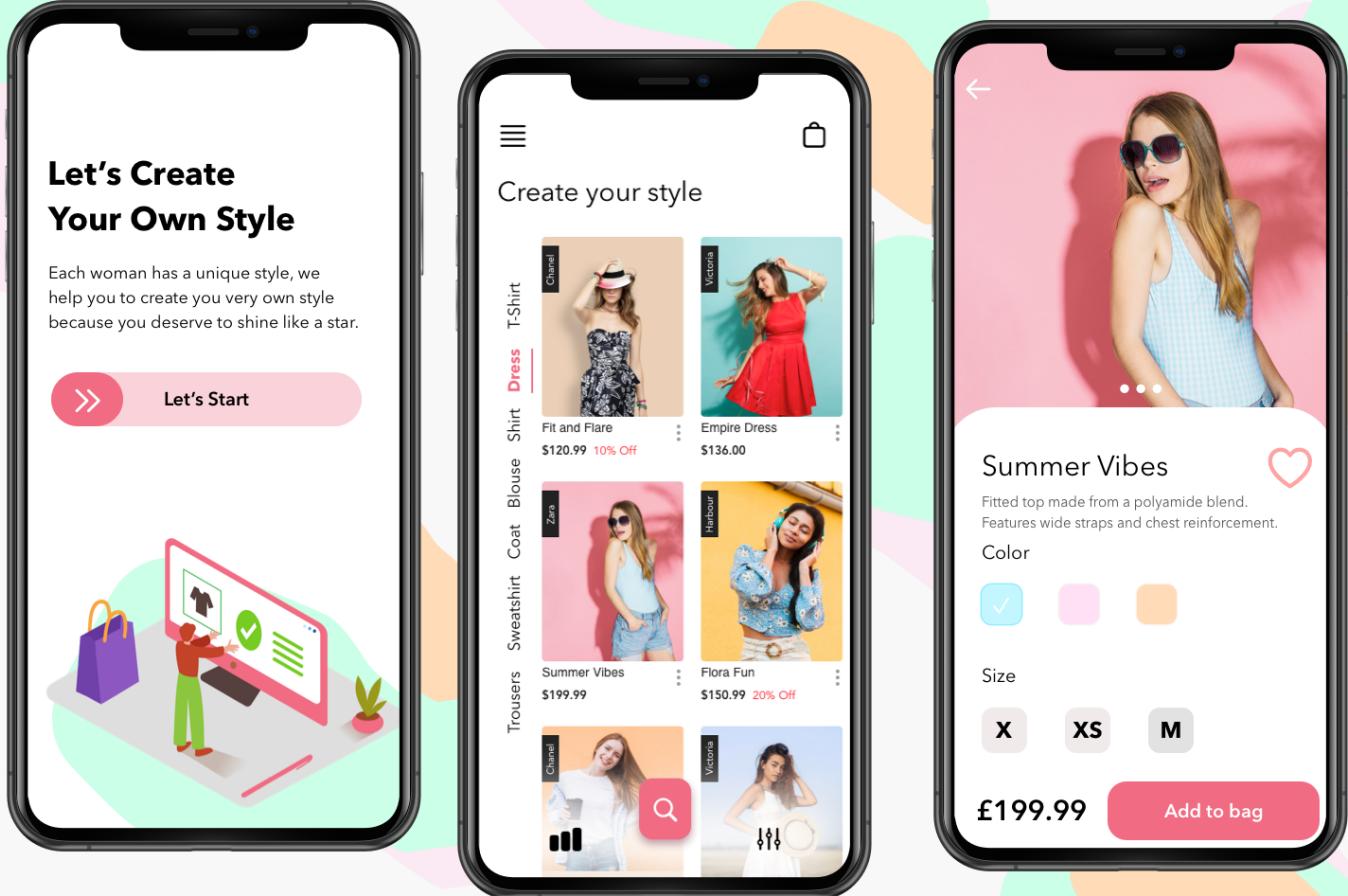


Let's Crush It

Hello there, my name is Anthony, I am a UI Designer based in Solihull. I design applications and digital products. I am here to help turn your dreams and ideas into focused clear products.



The image displays three mobile application prototypes side-by-side, each featuring a different color scheme and design style. The left application has a light green and white theme, focusing on weight tracking with a graph and a target weight of 51 kg. The middle application has a light yellow and red theme, displaying today's weather (12°C) and a weekly forecast. The right application has a light blue and white theme, showing today's weather (12°C) and various weather highlights such as UV index, wind status, and air quality.



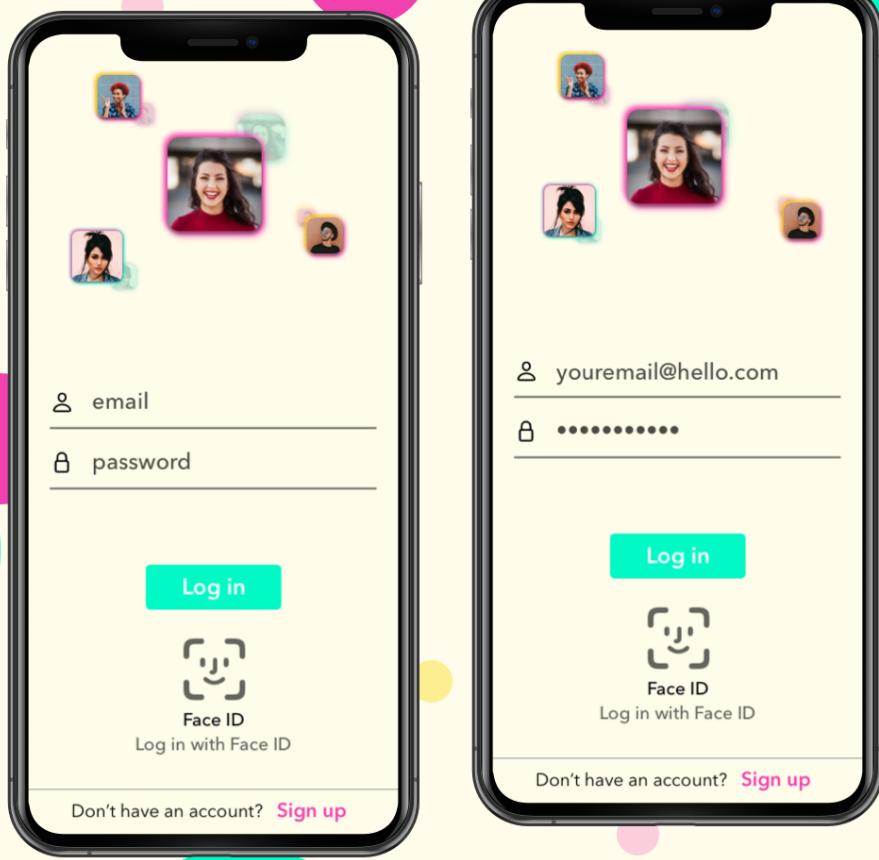
Stylish Women's Fashion Mobile UI Design

This is a complex fashion design made with Sketch. In this design we have used a number of simple but complex features within this design like a horizontal menu on the home screen, also a background blur. This is a clear and easy on the eye design and very easy to use and understand.

The first screen is an Onboarding screen which gives the user a clear understand what this application is about. This has a swipe to the left action which then unlocks the application to the second screen.

The second screen is this main body of the application we are trying to stand out from all the other fashion stores and applications already on the market. Like I said before we have used a horizontal menu to select different option of styles. I feel like this is easy to understand and the user does not need to search or scroll to try and find what they are looking for because all the option are already on the left side of the application. I have used a background blur at the bottom of the design instead of using traditional tab bar. I feel like this suits the feel of the design as we are only showing three different options.

The third screen is a very simple and a clear view of the product and only displays what the user needs to see.



Clean Mobile Login UI Design

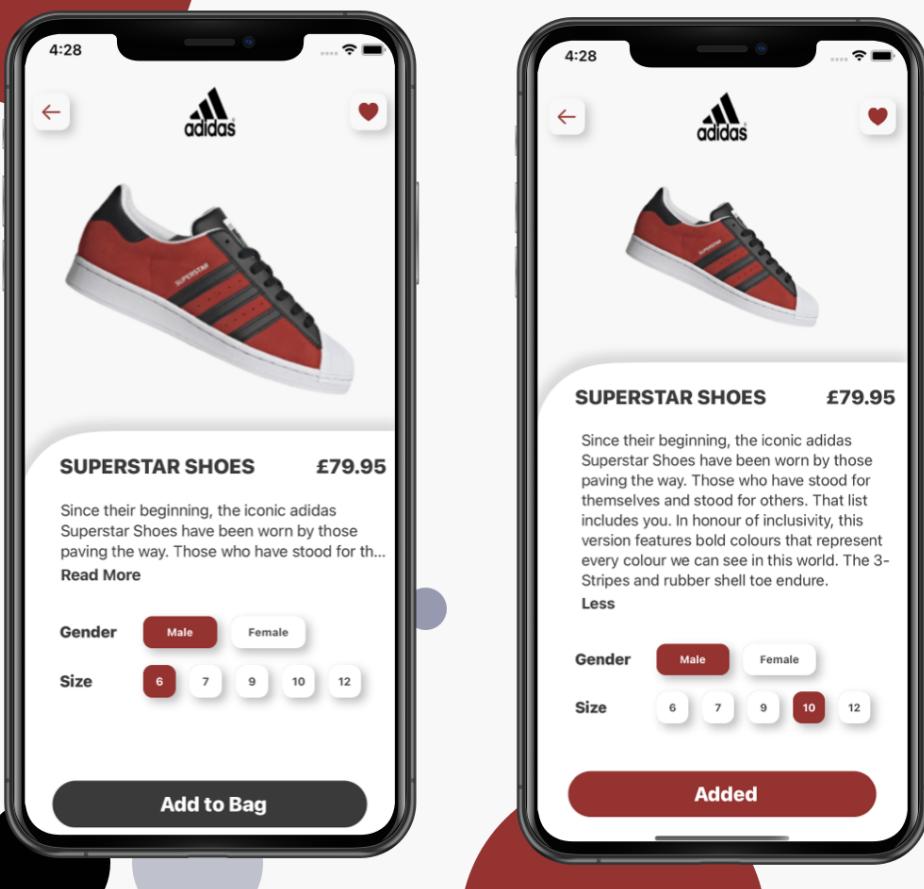
This is a clear Login ui design made with Sketch.

Here I have a number of images at the top of the view which animate. As you can see the main images has a shadow image use behind them. These animate with a delay I have created this in a YouTube Tutorial where I show you how to create this view using Apple's newest programming language SwiftUI.

Under the animating images we have the traditional Email and Password TextFields which is followed by the login button.

As FaceID becomes more and more common for Apple and Android users this is a good way to show that your application also supports this.

I feel like the colours for this project are easy on the eye and flows with the layout.



Adidas Store Mobile UI Design

This is a complex Adidas Store design made with Sketch.

I have used a number of different shapes here to get a different feel for this style of application. I have used the Rounded Rectangle for the popup view which shows the selected product.

I have got the name of the product and the price at the top of the popup as this is the main information that the user needs to see. However, I have also shown just under a small description of the shoe also a read more button. As shown on the second image the read more button animates to show more description.

I have stayed with the colour of the shoe chosen with the design with the gender and size options. I feel like this is a clear, simple design that is easy for the user to understand and to carry out a purchase on the application.

About Me

Hello everyone, my name is Anthony Richards and welcome to my portfolio. I am new on UpWork but not new to Mobile App UI Design.

I am very excited to be starting this journey on here, looking forward to working with some awesome people and creating some beautiful, stylish designs. Let's start making your dream come true.

I have been designing in Sketch now for about 2 years. I find Sketch to be the main platform I use to create UI's. However I am also familiar with Figma. Now I don't always use Figma but I am a very fast learner and if you needed me to use Figma that wouldn't be a problem. Please note that most of my projects have been done in Sketch.

Skills:

Sketch

Figma

I have a YouTube channel dedicated to programming with Apple's newest programming language SwiftUI. Where I have created a number of tutorials and created stylish UI designs that I have made in Sketch then I have taken them over to Xcode and made them in SwiftUI. I would be open to creating your design using SwiftUI, but I have not done this before for anyone.

Skills:

Xcode

SwiftUI 3.0

My time as a designer I have only had one job and that was about 16 months ago, as I have been solely focusing on my YouTube channel but I want to step out of my comfort zone and embrace a new challenge.

I am a family man I am a father of two young girls I enjoy spending time with them and my soon to be wife. I play Call Of Duty War Zone to blow off steam. I like to read and listen to Apple Podcasts.

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