

I'm a product and UX designer who can code. My work is focused on creating experiences, interfaces and interactions for VR and AR.

I am proficient in many 2D and 3D design tools and can prototype using C# and JavaScript among other languages. I'm able to quickly learn new tools and technologies to adapt to a project's needs.

My technical abilities are built on a core of human-centred design skills which I honed while studying Product Design at Central Saint Martins. My design process is user focused and I have a high attention to detail. I'm passionate about building cool things!

When I'm not designing, I'm usually creating generative art or playing Squash.

Skills:

Collaboration – I'm a team player and believe incorporating a wide range of viewpoints creates a better product

Prototyping – I'm able to quickly prototype new designs and features, and validate them with user testing

Product Management – I have overseen the development and launch of multiple products at Litho

Design tools – Adobe Illustrator, Photoshop, Lightroom, Unity, Blender, Figma, Framer

Technical proficiency – C#, JavaScript, HTML, CSS, GLSL, GitHub, Three.js, Node.js

Work Experience:

2019 – present

LITHO

I am currently working as Lead Designer at Litho, a London-based tech startup. We have developed a small wearable controller for intuitive and precise interactions with AR. More recently we have developed the Diorama app, a mobile AR filmmaking app that puts Hollywood grade VFX in your pocket.

I'm responsible for all aspects of product and UX design, solving complex problems in order to push the boundaries of AR. Most of my time is spent prototyping new interactions, UI, and features, and collaborating with the engineering team. I have played a key role in managing the Diorama project from initial concept to ship. As part of a small team, I have been involved in all areas of business development and have represented the company at events and conferences.

Education:

2015 – 2018

Central Saint Martins
BA (Hons) Product Design

2014 – 2015

City & Guilds of London Art School
Foundation Diploma in Art and Design

2008 – 2013

Oundle School
A-levels: Design Technology, Art, Biology. 9 GCSEs