

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

Product Thinking – I help make key strategic decisions that shape the product's direction

Prototyping – I can quickly prototype new designs and features, and validate them with user testing

Design tools – Unity, Blender, Figma, Illustrator, Photoshop, Lightroom, Framer, Final Cut Pro

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

Work Experience:

2022 - Present	Customuse – Lead Product Designer Building Customuse, a creation tool for the Metaverse. The Customuse platform allows you to design avatars, skins, face filters and items ready to be used in popular gaming platforms and social experiences. I am responsible for the UI and UX of our web and mobile apps and I'm a key voice at the table when making strategic product decisions.
2019 - 2022	LITHO – Lead Designer Helped develop a small wearable controller for intuitive and precise interactions with AR. We created Diorama, a mobile AR filmmaking app that puts Hollywood-grade VFX in your pocket. I was responsible for all aspects of product and UX design, solving complex problems in order to push the boundaries of AR. I prototyped interactions, UI, and features, working closely with the engineering team. I have been involved in all areas of business development and 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