

Catriona Anderson

Creative Computing Graduate

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Creative Computing graduate with a passion for understanding people and designing meaningful digital experiences. I enjoy using research, data, and creative thinking to explore problems and find thoughtful, accessible solutions. Curious, adaptable, and always keen to learn from others, I'm excited by work that focuses on real people, continuous improvement, and collaboration.

EXPERIENCE

Bartender

Stonegate Group

Jun 2023 – Jan 2025 Edinburgh

Delivered empathetic customer service in high-pressure environments, resolving issues with patience and care. Used active listening, problem-solving, and communication skills to support positive customer experiences. Managed multiple priorities and stayed organised during fast-paced events.

Virtual Experience Programme

Accenture UK & bp

Apr 2024 Remote

Explored agile teamwork and the role of UX in meeting client needs. Designed wireframes and proposed user-centered solutions that balance business goals and user experience. Learned the importance of collaboration between design, development, and strategy teams.

PROJECTS

Aware Phone Interface (Final Year Project)

Queen Mary University of London

Sep 2024 – May 2025

Research-led project to design an adaptive smartphone interface to support safer interaction while intoxicated. Focused on behavior-driven design, informed by user and background research. Developed features like adaptive autocorrect and drunk detection systems, using cognitive science principles to improve user independence and support user well-being.

weCare Wellbeing App

QMUL, Software Eng. Project

Jan 2024 – Apr 2025

Led a team of 6 to build a well-being app for FDMgroup. Developed fitness and diet modules, created high-fidelity Figma prototypes, and presented design solutions to stakeholders.

Hybrid Learning Ethnography Research Study

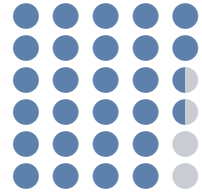
Queen Mary University of London

Jan 2025 – Mar 2025

Conducted ethnographic research and thematic analysis to explore student engagement in hybrid learning. Proposed design solutions based on behavioral insights and research findings.

SKILLS

UX Research & Testing
Figma & Prototyping
Data & Thematic Analysis
User Insight
HTML/CSS/JS
Agile Collaboration



STRENGTHS

- Communication
- Problem-Solving
- Teamwork
- Organization
- Customer Support
- Creative

EDUCATION

BSc (Eng) Creative Computing

Queen Mary University of London

Sep 2022 – Jun 2025 London, UK

Key modules: UX Design, Design for Human Interaction, Web Programming, Final Year Project (Aware Phone Interface), GUI, Software Engineering

Secondary Education

George Heriot's School

Aug 2016 – Jun 2022 Edinburgh, UK

Advanced Higher: Computer Science (A)
Highers: 6 As including Maths and Sociology

EXTRA-CURRICULAR

Jinx Zine

Co-founder, Web Designer & Writer

Sep 2024 – Present London

Co-founded and launched an online zine. Built the site (HTML/CSS/JS), wrote articles, led branding, and hosted a community launch event. Prioritized accessible web design and inclusive visual storytelling.

TOOLS & PLATFORMS

- Notion
- GitHub
- Microsoft Office
- Figma
- Google Forms
- Canva