



Catriona Anderson

FINAL YEAR STUDENT

Details

London

United Kingdom

07491 975095

catrionalanderson@outlook.com

Links

[LinkedIn](#)

[Jinx Zine Website](#)

Skills

User Research Methodologies and Testing

Figma

Graphical User Interface

User Experience Design

Data Analysis

Software Engineering

Python (Programming Language)

Agile Methodology

Leadership

Arduino

Cascading Style Sheets (CSS)

Django Web Framework

HTML

JavaScript (Programming Language)

Profile

Creative and curious final-year Creative Computing student at Queen Mary University of London with a passion for understanding how users think and interact with technology. I'm fascinated by theories like distributed cognition and phenomenology and love applying these insights to create intuitive, human-centered designs. Skilled in combining technical expertise with creative problem-solving to build adaptive interfaces and deliver thoughtful user experiences. I'm driven by making digital interactions smooth and more engaging, and I'm excited to bring my passion for UX to a forward-thinking team.

Employment History

Accenture UK Developer and Technology Virtual Experience Programme

APRIL 2024 – APRIL 2024

- Developed an end-to-end understanding of the Software Development Lifecycle and compared waterfall and agile methods.
- Researched emerging technology trends in DevOps.
- Designed a custom algorithm using pseudocode and flow diagrams. Debugged a Python program by fixing syntax and logic errors.

bp Digital Design & UX Job Simulation

APRIL 2024 – APRIL 2024

- Completed a job simulation focused on developing an app for the electric vehicle industry.
- Created user personas for research.
- Designed basic wire frames for a mobile app.
- Created prototypes using Figma for the app flow.

Bartender, Stonegate Group, Edinburgh

JUNE 2023 – PRESENT

- Managed high-pressure events with 60+ attendees, demonstrating organization and teamwork skills
- Delivered exceptional customer service, with a friendly and safe environment.
- Collaborated effectively with colleagues to ensure smooth operations.

Education

BSc (Eng) Creative Computing, Queen Mary University of London, London

SEPTEMBER 2022 – JUNE 2025

- Relevant modules: **Final Year Project** (Intoxication Aware Interface), **User Experience Design**, **Web programming**, **Software Engineering Project**, **Design for Human Interaction**, **Sound Design**, **Graphical User Interface**, **Digital Media and Social Networks**, **Studio Practice Year 1**

Secondary School, George Heriot's School, Edinburgh

AUGUST 2016 – JUNE 2022

- Advanced Highers: Computer Science (A), Highers 6 grade A (Computer Science, Math, Sociology), National 5's 8, Grade A

Node.js

React Native

Software Version Control

SQL Databases

Interpersonal Skills

Problem Solving

Team Working

Languages

English

Hobbies

Creative Writing & Zine Making

Singing & Piano

Running, Yoga & Pilates

Projects

Intoxication Aware Interface - Final Year Project

SEPTEMBER 2024 – MAY 2025

- **Adaptive User Support:** Designed and developed an **aware phone interface** that adjusts user interactions based on **intoxication awareness** to aid intoxicated users.
- **Experience Design:** Created adaptive and accessible user interfaces using React Native, focusing on usability and well-being.
- **UX Research & Evaluation:** Applied **UX research methodologies** to assess usability and engagement, conducting user testing to refine adaptive interface features.
- **Data-Driven Decision Making:** Applied thematic analysis and existing user data to understand usage patterns and identify areas for improvement.
- **Ongoing Development:** The project is **actively ongoing**, with further implementation and testing deadlines.

Software Engineering Project, 1st degree - Queen Mary University of London

JANUARY 2024 – APRIL 2025

- **Leadership:** Led the development of *weCare*, a well-being app for FDMgroup, managing a team of 6, task allocations, and deadlines.
- **Figma:** Created high-fidelity prototypes in Figma, enhancing user experience and interface aesthetics
- **App Development:** Built the fitness and diet sections, ensuring a user friendly, aligned front-end and back end.
- **Presentation Skills:** Delivered the final product pitch to an FDMgroup recruiter, highlighting key features and impact on employee well-being.

Ethnographic Study on Hybrid Learning

JANUARY 2025 – MARCH 2025

- **User Research:** Conducted observations and interviews to collect qualitative data, using thematic analysis to identify participation patterns.
- **User Journey Mapping:** Mapped student and lecturer interactions during hybrid lectures to understand engagement gaps and usability issues.
- **Thematic Analysis:** Identified key patterns in participation gaps using qualitative coding.
- **Critical Thinking and Solution Design:** Developed innovative solutions to address engagement issues, including proposing a Hybrid Presence Robot concept.

Extra-curricular activities

Jinx Zine, Independent Project, London

SEPTEMBER 2024 – PRESENT

- **Collaboration and Communication:** Co-created and manage an independent zine, overseeing content, design, and branding.
- **Experience Design:** Developed a fully responsive website for the zine using HTML, CSS, and JavaScript ensuring intuitive design and smooth navigation.
- **Ownership & Autonomy:** Independently managed the development of zine's digital presence, ensuing cohesive visual identity.