

Emil Smith - Digital Designer

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Hi, I'm Emil. I'm a Digital Designer and Front End Developer with 7+ years of experience working at fast-paced digital agencies in London. I've worked on high profile campaigns for global brands, spanning digital design for everything from display advertising and social campaigns to large scale websites. My skills range from digital design through to front end development, and I have extensive experience with all the industry standard design tools, as well as up-to-date front end development technologies. I have a passion for beautiful design that is as functional as it is aesthetic, with a solid grounding in user experience.

I strongly believe that the core of all great design is empathy; a genuine understanding of the user and their needs, and how best to communicate with them in a contextual, meaningful way.

Skills:

Design tools: Adobe Photoshop, Adobe Illustrator, Adobe Experience Design (XD), Adobe After Effects, Figma

Development tools: HTML, CSS, Javascript, jQuery, SCSS, LESS, Gulp, Bower, Yarn, node.js, Vue.js, Git, npm, Twig, Liquid, Blade and more.

BPL Marketing

Digital Designer (mid-senior level)

July 2015 - Present

Helping to build a digital, web-focused department, to bring web design and development in-house. Working on campaign concepts through to delivery, designing, building and maintaining both small and large web projects for a varied range of clients. Making decisions on how to accomplish briefs, including wireframing, designing, writing technical specifications and brand guidelines.

Twotwentyseven

Digital Designer (mid level)

June 2013 - July 2015

Working as part of a small agency, creating websites for a range of clients. Helping to develop an in-house product; a CMS for restaurants to easily manage content and updating menus. Designing and building eCommerce websites based on Shopify, using the Liquid templating language.

Amobee

Digital Designer (junior level)

July 2012 - July 2013

Designing mobile display advertising and rich media experiences for global campaigns, alongside a small team of designers. Experimenting with concepts such as augmented reality, developing efficient solutions to streamline internal processes and looking for ways to improve our creative offering with custom code.

Education:

University of the Arts, London

Digital Media Design BA (Hons)

2009 - 2012

Interests:

Outside of digital design, I am obsessed with music. I've been writing music for as long as I can remember, and producing electronic music since I was 13. In recent years, under the name "Kentro", I've had some success as a producer in the drum & bass scene, with releases on the seminal Renegade Hardware, Mainframe Recordings and Mayan Audio, as well as my own label; Peng Dominion, which I started earlier this year as a vehicle to release my own music, alongside other music which inspires me. I also have a new project in the works, encompassing my more melodic and experimental side.

I live in walthamstow with my partner Sophie and our young daughter Nylah.