ROSS SHELFORD
Product Manager

Personal Portfolio https://rossshelford.netlify.app/

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PERSONAL STATEMENT

Enthusiastic designer with a passion for web-development. Specialising in accessible user interface design for multiple mediums. Collaborating with high profile clients in the sport, culture and healthcare industries.

Working in a fast-paced environment for international clients from development, project management, designing, creating and optimising designs to understanding individual user requirement.

Seeks a varied position that will enable both personal and professional growth. Able to work independently and use initiative, eager to undertake any training necessary to develop skills further.

KEY SKILLS

Design	Software	Management	Tech Stack
- ATOMIC design	- Figma	- Agile	- JavaScript / React
- UI / UX	- Sketch 3	- Mentorship	- Git / GitHub
- Illustration	- Adobe CC	- Problem Solving	- HTML
- Logo design	- Procreate	- Time Management	- CSS / Tailwind

EXPERIENCE

Product Manager • Fortnight Design Agency • June 2022 - Current | London, UK

Managing relations and projects with up to 10 simultaneously active clients at a given time, working with key stakeholders to define requirements and delivery milestones.

Working closely with the development team to plan bi-weekly sprints managing the backlog of requests and upcoming tasks.

Responsible for keeping track of invoices for each active client assigned to me, negotiating any unexpected additional cost that may occur during a project cycle.

Proactively met deadlines, communicating with multiple teams and contractors uniting them towards a common goal during the project life cycle.

Fully understanding problems with clients and converting conversations into precise tickets for the development team to act upon.

Development Project Manager • Imagineear • November 2021 - June 2022 | London, UK

Managing external agency developers to align with internal resources on various projects to ensure deadlines and deliverables are met.

Reporting directly every week to Stakeholders and the Managing Director, assuring timelines are accurate and resources are spread accordingly.

Building upon client relationships whilst being the main point of contact for clients for technical features, communicating requirements for bespoke features.

From design to deployment implementing React projects onto company content management system stream-lining the training process.

Promoting growth for my team and providing structured learning, overseeing personal and professional growth.

Graphic Designer • Imagineear • May 2016 - November 2021 | London, UK

Developed interfaces from concept to delivery, by utilising wireframes and flowcharts, creating a unique look and feel that is tailored to the client's established brand guidelines.

Throughout employment learnt how to develop scripts to automate variable data and insert this into project files.

Increasing productivity for my entire team drastically. Undertook a complete corporate re-brand by designing cohesive visual styles across numerous mediums such as websites, logos and print materials.

Design and develop audio visual content to the specifications of Imagineear's bespoke devices.

Working independently with web-application developers on projects. Understanding the best web practices whilst wire-framing, leading to increased satisfaction from our user testing.

Increasing my skill-set by improving development knowledge and learning new programs such as Sketch 3 and Figma whilst also becoming more adept in the Adobe Suite. Working on tender document visuals for global clients helping to increase acceptance rate year on year

EDUCATION

Three.js Journey
Online Course by Bruno Simon
June 2022 - Current

Learning JS, HTML, CSS & React
Self-Taught
July 2020 - Current

Creative Pioneers Apprenticeship
Level 3 Creative and Digital Media
May 2016 - May 2017

- Maths Level 2
- English Level 2
- ICT Level 2

Harlow College • Student representative
Level 3 Graphic Design - Extended Diploma
June 2013 - June 2015

Art & Design Level 2 (M)
Art & Design Level 2 (M)
Media Level 1 (P)
June 2011 - June 2013

PERSONAL INTERESTS

- Camping / Fishing	- Snowboarding	- Art & Culture	- F1
- Technological advances	- Video game industry	- Chess	- Motorcycles
- Block-chain Technology	- Mountain Biking	- Golf	- Cooking