

PERSONAL STATEMENT

Enthusiastic manager with a passion for design and development. Specialising in accessible user interface design for multiple mediums. Previously collaborating with high profile clients in the sport, culture and healthcare industries. Currently in the super yachting industry.

Working in a multi-faceted fast pace environment ensuring I utilised the latest management methods and principle in ensuring maximum productivity of my team and deliver results with substance.

Seeks a varied position that will enable both personal and professional growth. Able to work independently and use initiative, eager to undertake any training available 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	- Team Lead	- HTML
- Logo design	- Procreate	- Planning	- CSS / Tailwind

EXPERIENCE

- Product Owner
& UI Designer

Pinpoint Works

October 2022 - Current | London, UK

Understanding the needs and requirements in the super yachting industry, defining a roadmap for the product ensuring it matches the user archetypes expectations for future growth.

Leading and managing a team to build a design system of reusable components with the atomic principals & design tokens for development team to implement.

Leading the development team to plan sprints, keeping the backlog clear and relevant, providing clear objective goals for each item.

Reporting to the founders of the company relaying progress and development milestones ensuring resources are spread appropriately.
- Product Manager

Fortnight Design Agency

June 2022 - October 2022 | 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.

Took the initiative to learn how to develop scripts to automate variable data and insert this into project files saving multiple days for every project.

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 the companies bespoke android devices.

Working independently with web-application developers on projects. Understanding the best web practices whilst wire-framing, leading to increased results 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 vital tender document visuals for global clients helping to increase acceptance rate year on year.

EDUCATION

- Three.js Journey

Online WebGL Course by Bruno Simon

July 2022 - September 2022
- 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 (DMM)

June 2013 - June 2015

Art & Design Level 2 (M)

Media Level 1 (P)

June 2011 - June 2013
- PERSONAL INTERESTS
- | | | | |
|--------------------------|-------------------|-----------------|---------------|
| - Camping / Fishing | - Snowboarding | - Art & Culture | - F1 |
| - Technological advances | - Books | - Chess | - Motorcycles |
| - Block-chain Technology | - Mountain Biking | - Golf | - Cooking |