

# Thomas Nathaniel Mott

## Ux/UI Designer & Web Developer

<https://thomasmott.github.io/portfolio/>

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### Skills

#### Design

Illustration & UI graphics • User flows • Concept sketches • Wireframes • Style guides & pattern libraries

#### Research

Data analysis • Confident leading research workshops • Accessibility audits • Heuristic analysis and usability reviews • Able to synthesise research data into concise outcomes

#### Prototyping

Sketching • Wire framing (Marvel, Adobe XD, Figma, Axure RP) • Interactive components with HTML, JS, CSS • Frameworks (React)

#### Collaboration

Organising workshops • Able to facilitate conversations that lead to meaningful insights • Self starter • Detail oriented • Flexible • Communicative

### Volunteering

#### Cinnamon Trust

September 2021 - current

#### Hoddlesden Scout Group

Oct 2013 - May 2015

#### British Heart Foundation

Sep 2015 - Mar 2016

### Extras

#### Duke of Edinburgh

Bronze, Silver and Gold.

#### Frontend Masters

Completed 'Beginner', 'Professional' and 'Design to Code' learning paths.

As a designer, I take every opportunity to evolve my thinking to deliver human centred designs and experiences.

### Education

#### User Experience Design | MA (Distinction), Loughborough University

Key modules: Service Design for Social Innovation, Usability Principles and Practice, Industry Project, Design Research Methods, Design for Behaviour Change.  
Thesis project: Industrial symbiosis in UK manufacturing industries.

#### Product Design | BSc (1st), Bangor University

Thesis project: Designing a tangible solution to alleviate the symptoms of a panic attacks.

### Work Experience

#### Lead Ux/UI Designer, Antillion

July 2022 - current, Bristol

Utilizing user and stakeholder feedback, conducting heuristic analysis, and performing accessibility audits to drive the implementation of new features. Implemented design system and created components to deliver exceptional user experiences.

#### Lead Frontend Ux/UI Designer, Mojeek

Sep 2020 - July 2022, Brighton

Conducted Ux studies, heuristic analysis, and accessibility audits to understand user behavior. Created personas, journey maps and synthesised data. Implemented design system from wireframe to live code, ensuring engaging and consistent user experiences for live web and mobile app.

#### Freelance Designer, Jonk Design

Oct 2018 - Jan 2020, Bangor

Created user-friendly digital experiences for diverse clients, spanning Ux, graphic, illustration, branding and UI design.

#### Maker Space Manager, M-SParc

May - Sep 2019, Gaerwen

Provided design, research and innovation assistance to businesses. Designed data visualisation interfaces for Internet of Things (IoT) devices.

#### Founder/Designer, TMTD design

Nov 2018 - Sep 2019, Bangor

Graphic design & illustration, UI design.

#### Junior Designer, Woodscape

Jan - July 2018, Blackburn

Draughting concepts into production ready design, created engaging web experiences to showcase company offerings.

### Internships

#### Furniture Designer, Tom Vousden

July - Aug 2018, Llangefni

#### Junior Architect, WM Design & Architecture

Jan - Mar 2017, Anglesey

#### Junior Architect, Sunderland Peacock Architecture

Oct - Nov 2016, Clitheroe