THOMAS NATHANIEL MOTT **USER EXPERIENCE DESIGNER**

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About me

I've worn many hats as a designer, working on projects that use product, graphic, service, user interface and user experience design. I take every opportunity to evolve my thinking to deliver human centred designs and experiences.

Education

User Experience Design MA

Distinction (72%)

Key modules: Service Design for Social Innovation, Usability Principles and Practice, Industry Project, Design Research Methods, Design for Behaviour Change.

Final project: Industrial symbiosis in UK manufacturing industries.

Product design BSc

1st (78%)

Key modules: Design communication, Design and Manufacture, Professional Practice, Workplace Experience.

Final project: Designing a tangible solution to panic attacks.

A Level

A* Product design

Clitheroe Royal Grammar B Mathematics with Mechanics,

General Studies

C Physics, Biology

CCSE

3 x A*

5 x A Inc. Maths, Science & English

Duke of Edinburgh

Bronze, Silver and Gold achieved

Volunteering

Hoddlesden Scout Group

At these sessions I assisted leaders, supported scouts, supervised outings and managed games and activities.

British Heart Foundation

During this time I was in charge of maintaining and organizing the shop floor and serving the customers. I also attended CPR training.

Work Experience

Sunderland Peacock Architecture, Clitheroe

Building surveying Draughtsman

WM Design & Architecture, Anglesey

Junior architect: Jan - Mar 2017

3D digital draughtsman Bespoke design for clients

Woodscape, Blackburn

Market research and social media management Bespoke design for clients User interface design and website updates

Tom Vousden, Llangefni

Bespoke furniture design & manufacture Product photography and website updates

Tmto Design, Bangor

Founder: Nov 2018 - Nov 2019 Graphic design & illustration User experience design User interface design

M-Sparc, Gaerwen

Graphic design & branding

Assisting businesses with design and innovation

Building user interface for IOT devices

Jonk Design, Dwyran

Graphic design & branding User Interface design Website updates

Mojeek, Brighton

Frontend UX / UI developer: Sep 2020 - Current

Graphic design & branding User Interface design User Experience testing Leading teams to develop new services Website development

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Skills

Prototyping: Sketching, 3D printing, foam modelling, prototyping using wire framing tools (Adobe XD, Sketch, Axure RP).

Research: User centred & holistic design process, A/B testing and experiment, Usability reviews.

 $\begin{tabular}{ll} \textbf{Design:} & \textbf{Illustration \& UI graphics (Adobe design suite), user} \\ \textbf{flows.} \\ \end{tabular}$

Development: HTML, CSS, Javascript, PHP, Python.

Collaborative: Works well on initiative, team player, problem solver, capable leader, detail oriented.

Experience

Usability Principles:

I conducted a series of heuristic, performance, biometric and satisfaction assessments on multiple high traffic website to iterate and improve it in order to increase user satisfaction, conversion rates and sales.

Design Research Methods:

This was a project with the company Hubbub, in which we were asked to conduct research into the behaviour of consumers around the consumption of fast fashion. This ranged from contextual observation to interviews and was articulated using methods such as affinity mapping to gain varied insights.

Service Design:

Working on developing and restructuring services for vulnerable individuals during the Covid -19 pandemic. It was a very meaningful and user focused design project. The design output involved a social business model canvas, service blueprint and customer journey maps.

Web Development:

My interest began attending code labs at Loughborough University and found the problem solving very enjoyable. Since then I have built and maintained pages for several websites, both personally and professionally utilising modern frameworks such as React and Scss.

Team Leading:

Leading teams to develop new services had given me a lot of experience with collaboration, testing and idea generation within a multidisciplinary team. It has given me the opportunity to teach and advocate for design practices to improve product outcomes.