

Andrean Walsh

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Education

Salford University
Msc Industrial Design
Distinction

Salford University
PgDip Industrial Design
Distinction

Leeds Metropolitan University
BA (Hons) Product Design
2:1

North Tyneside College
Btec National Diploma in Design
Distinction

Skills

I have a keen interest and understanding of User Experience Design. I am a keen developer for VR / AR / MR interactives which combines my passion for UX with my love of 3D.

I believe in using technology to enhance and encourage understanding.

As part of my job and my research at University, I have a keen interest and understanding of interactive design, particularly in the field of UX and UI design.

I am an accomplished designer and programmer who has experience with many platforms ranging from Win NT, and Windows 7 and 10 based systems through Linux Ubuntu & Elementary OS, to Apple OSX. I have experience coding for mobile platforms such as Android and Apple IOS. Here is just a sample of the software that I am more than competent with:-

Flash
AutoCAD
3DSMAX
Cinema 4D
Maya
Adobe Dreamweaver
Adobe Photoshop
Adobe Premiere
Adobe After Effects
Adobe Illustrator
Adobe XD
Adobe InDesign
Sketch
Sublime
PrePros
CodeKit
Final Cut Pro
Quicktime VR, PRO
Cubase
Autocad
PTC PRO Engineer
PhoneGap
Xcode
React Native
Soundforge
GoldWav
Fontographer
Powerpoint
Word
Excel

Design

Interactives:

Designing interactives through the use of intelligent user interface design and effective navigation.

Project /Time Management:

Effective in meeting deadlines, and budgets.
Maintaining and achieving targets.

Research:

Technical and practical in-depth study.
Ability to correctly manage data.

Information and analysis:

Ability to reach conclusions quickly,
without bypassing important details

Presentation:

Awareness of, audience and client expectations.
Good at client facing, and management

PROFILE:

I am able to code through any text editor in JAVASCRIPT, CSS, HTML and JQUERY.

I can also code in supporting languages like SAS, LESS, PHP
I am also used to .Net frameworks, Axure. Balsamiq, Adobe XD & InVision

As well as exposure to design development technologies like Agile, Scrum and Waterfall using many management and testing methodologies.

I am a good project coordinator and manager as I care about tracking maintaining and delivering on all the projects I have been involved with over the years.
My investment comes from being at the root of the

design and the direction of any project and I see my determination as a key skill in getting to all targets in a timely manner.

Awards

Sabastian De-Ferranti Award:

design excellence and innovation

R.S.A. Sony design futures project:

Runner up

Employment

Freelance / Digital Designer:

Creating cutting edge responsive design websites and apps.
Designing schematics and wireframes for large e-commerce website pitches and continuing projects.

HH Global / Digital Design Specialist:

Industry standard packaging and print procurement and creative Production. Digital direct marketing and digital POS solutions.

My Social Agency / UX UI specialist:

Web site planning and analysis and creative digital designer.
Visual effects designer.

University of Salford:

lecturer on the Design For Digital Media department at Salford University: As part of a new initiative to create computer expertise within in the design field.

Teaching duties Responsibilities

Lead Lecturer in Design For Digital Media specializing in UX Design

Level 2 Coordinator

Appointed to Programme Leader for D3DD

Co-ordinator for all years BA Digital 3D Design
Responsible for tuition of studio and

Computer workshops and

Personal tutor for D3DD years 1,2,3

Under Graduate, Foundation as well as M.Sc. Industrial
Design

Professional Activities

Commercial design Poke Design Ltd and Fire with Fire Ltd

Design & research, A company specialised in design
development and prototyping working with both SME's and
international organisations.

A furniture and interior design company, that specialises in
unique and sophisticated refurbishment and branding

Academic Enterprise:

Co-ordinator for SME project online interactive learning O.I.L.: Gray's School of Art Aberdeen.

Technical Consultant for Multi-FABS

Project co-ordinator Martina furniture

Project co-ordinator Garenberg Offices

Administration:

Co-ordinating admissions duties Digital design BA, course presentations and various
marketing duties. Representative for the 3D area, on the Computer Action Group for 3 years.

Developed the program to instigate UX and UI design theories within the D4DM course.

Implementation and development of UX design teaching across the School of Art and Design.

I am also currently working as a freelance multimedia designer, developing
interactives for large projects and one off concept presentations.

I have had many freelance contracts for computer games
companies and magazines, supplying 3d and 2d work.

While I worked for **Mindwave Multimedia**, which specializes in interactives, and Web sites.

My role was senior Multimedia designer. I have co-ordinated and led projects from
conception to final installation as well as dealing with clients at first hand. I was also
responsible for budgeting and maintaining hardware. Making sure that all hardware was
set-up correctly and installations worked properly. This involved concentrated
trouble-shooting and task analysis. My role brought together many skills and experiences,
from modelling whole medieval towns to video streaming interactives and information
systems.

Prior to this I worked as a lecturer of design at the Robert Gordon University, in Aberdeen. As part of the Design for Industry course, I was able to pass on my skills as a designer as well as support the award-winning program, which specializes in producing work for local industries.

References

Other references available on request