

ANGAS SMITH

Driven UX Designer passionate about bringing Design Thinking to the IT industry

PROFILE

UX/UI developer currently working in higher education on a staff facing, web-based service management system. I have skills across Design, IT and Business Analysis. I love to collaborate with others to create comprehensive experiences that legitimize the user's needs.

PERSONAL CAPABILITIES

- **Critical & Creative Thinking** Fast and effective problem solving and decision-making skills.
- **ICT:** Ability to quickly develop skills in new industry software and development environments.
- **Ethical Understanding:** Able to work effectively within the boundaries of ethical and sustainable design.

EDUCATION

Professional Scrum with User Experience (PSU I) Certification

Scrum.org | 2020

PSU I demonstrates an understanding of how to properly integrate modern UX practises and ways of working into effective agile teams.

Bachelor of Design and Technology Innovation (Computer Science)

Flinders University | 2017 - 2019

Design Institute of Australia (DIA) recognised product design degree with a focus on combining design principles with IT projects and business innovation.

Relevant Coursework

- Design Communication
- Validating Desirability, Feasibility and Viability
- Web-Based Systems Development
- Ergonomics and User Centred Design

CORE SKILLS

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|--------------------------|----------------------------|
| • Wireframes | • Information architecture |
| • Prototyping | • Agile development |
| • Interaction design | • Reporting |
| • Digital graphic design | • UI Design |
| • Front end development | • Process mapping |

EXPERIENCE

Flinders University – UX Designer

December 2018 – Current

Working within a cross functional agile team within a complex organization implementing ServiceNow for staff service management. In my role sitting across both Config and Business Analysis streams I have experience prototyping, developing and testing new system components. With a broad skillset, other team members come to me for advice on creating a comfortable and consistent User Experience for our staff.

- Designed and implemented new user-facing portal design
- Produced personas, empathy maps and user journeys of various user groups from interviews and real reporting data
- Wireframing of new facilities management workflows and app user interface
- Facilitation of team Design Thinking workshops as well as agile rituals

Tools

- Scrum
- Design Thinking
- ServiceNow platform
- JavaScript
- CSS

Flinders University – Junior UX Developer

August 2018 – December 2018

Working within an agile team responsible for the creation and maintenance of a service management tool. I developed and published an app for iOS and Android so that Flinders staff could access our service tool remotely. Through the use of Git, Docker and WordPress my responsibilities also included building forms, testing and maintenance of the forms as well as graphic design.

Tools

- Form design
- WordPress as a CMS
- Git
- HTML & CSS

Revolution Games – Junior Product Owner

January 2016 – June 2017

Working on a mobile game being developed by Revolution Games, an independent studio. The game was initially funded by the Office for Digital Governments D3 Digital competition and further funded by the Office for Women as a potential solution to prevent the normalization of Domestic Violence related behaviours to children. Responsibilities covered both app development (UI, game design) and project management.

Project achievements

- 2015 D3 Digital – Keeping Women Safe - Winner
- 2016 Young ICT Explorers – SA Winner, National Participant
- 2016 SA iAwards – Student Merit Recipient
- 2016 National iAwards – Student Merit Recipient
- 2016 Southern STEM Expo – Winner
- 2016 & 2017 AVCON Indie Games Room Exhibitor