

# Findlay Cumming

## Product

Web · Mobile · XR

Multidisciplinary designer developer with skills across web, mobile, and XR. I design and build digital experiences using web technologies, React Native, and Unity/AR/VR. I thrive in fast-moving environments, drawing on 4 years of entrepreneurial experience running my own company to deliver polished, creative products from concept to launch.

## Experience

- Sep 2020 – Sep 2024 🗺 London  
 Director  
DonkeyJobs
  - Founded and scaled an eco-focused service business using design-led branding and digital tools.
  - Designed and maintained the company website, marketing assets, and brand identity.
  - Managed client acquisition, operations, HR, and growth over four years.
  - Learned to operate across design, technology, and business simultaneously.
- Sep 2022 – Aug 2023 🗺 London  
 Freelance designers  
Twelve Studio
  - Supported the team on high-profile international projects using InDesign and Adobe CC.
  - Contributed to large-scale design deliverables under tight deadlines.
  - Gained experience collaborating in a professional studio environment.

## Education

 University of Goldsmiths

VR and AR User Experience MA  
Sep 2024 – Sep 2025  
Best Narrative Award and Best AR Project Award  
Distinction

 University of Brighton

Product design BSc  
Sep 2017 – Sep 2020  
Fred Maillardet Product Design Breakthrough Award  
2:1 honors

## Awards

 Narrative Award at International Hackathon  
We had the privilege of being invited to Nanjing Digital Heritage hackathon and winning the Best Narrative Award

 Best AR Award at Goldsmiths University  
Llamalearns is an MVP for an AR educational app. It won the “best AR project award at Goldsmiths”. Built in Unity.

## Skills

### Design

User Experience

Web Design

Wireframing Prototyping Sketching

Graphics

### Development

Design Layouts

Mobile Design

HTML CSS JS

React JS

Unity – C#

TypeScript Next JS

Unreal Engine – C++

C#

Git Databases

Python