Yasmin Morgan
UI Designer & Developer

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Profile

Yasmin employs her problem solving, collaboration and communication skills in leading projects, from conception to production. She believes that human-centred design and novel approaches can positively impact people's lives, working with diverse groups from older adults to young children. She applies her programming knowledge to creative applications, taking initiative and working independently, while also flourishing in a dynamic team. She has extensive cross-cultural experience, having lived in three different countries.

Experience

Jan 2020 – present

AlxDesign
Design Lead & AI Tooling
• Manage the visual identity across channels
• Designed graphics and assets for multiple platforms
• Prototype creative & critical AI experiments using AI Tooling in the workflow

Aug 2021 – present

Open University (SERVICE project)
User Interface Designer (contract)
• Developed new features for myCircle app - a private social networks for older adults in risk of isolation
• Engaged in user research to test prototypes and evaluate feedback to iterate on designs and optimise user interaction
• Communicated wireframes effectively to developers and presented to advisory boards

Jan 2020 – present

Blueshift Education
Senior Coding Teacher
• Teaching children to learn coding and robotics in fun and interactive ways
• Tutoring GCSE Computer Science
• Adapted to different learning environments and student's needs

Oct 2020 – Jan 2021

Boundless Theatre
'Our Eden'
• Commissioned to create a Digital 'Happening', an online experience for young people to maintain mindfulness and provide educational resources
• Liaising with Spy Studios to develop pitch by creating storyboards and user flows

Skills

Programming	Design	Software
C++	User Interface	Photoshop
Javascript	Web Design	Illustrator
(p5.js)	Prototyping	InDesign
HTML + CSS	Storytelling	After Effects
Wordpress	App Design	Figma

Other Projects

Jan – May 2021

Third _ _ _ **Digital Arts Computing Show**
Public Programme Coordinator
• Directed and developed the online programme of artist presentations and panel
• Collaborated with peers to create show branding, typography and web layout
• Communicated with external artists and negotiated funds with Computing department

Jan – June 2021

The Art Columnist
Web Developer & Graphic Designer
• Collaborated with editors to redesign website with Wordpress, translating their ideas into reality.
• Lead the design on the 2nd edition of the zine, delivering under tight deadlines

May – July 2020

In-grid **Group Residency with Arebyte Gallery**
Residency member
• Created UI wireframes for a digital platform for dismantling 'systems' in terms of knowledge exchange with artists and researchers
• Facilitated designing and executing online public events, ie speculative workshops, artist interviews and writing groups
• Communicated with external artists and invited them to the public programme

Languages

• **English (fluent)**
• **Mandarin (professional proficiency)**
• **Indonesian (working proficiency)**

Education   2018 – 2021

• **Goldsmiths, University of London**
BSc Digital Arts Computing 1:1 (73%)
• Principles & Applications of Programming (63%)
• Data & Machine Learning for Creative Practice (75%)