

CV

UX / UI / WEB

ande walsh





WEB/UX/UI

Call: 07974991608

Email: ande@ande-design.co.uk

Web: <https://ande-design.co.uk>

Ref: References available on request

Areas:

Branding and Identity, Information Architecture, Interaction Design, UX and UI Design, CMS Integration and Development, Email Marketing, Tracking and Statistics Analysis, Web Development, Animation, Useability Testing, Flash Development, Search Engine Optimisation, Graphic Design, Motion Graphics and Design for Print.

Skills:

Photoshop, Illustrator, InDesign, Dreamweaver, Quark, Flash, Sublime Text, Axure, Visio, InVision, Principle, Origami, Protio, After Effects, Final Cut Pro, 3DSMAX, AutoCAD, Maya, Sketchup, Entiti Creator AR/VR, Oculus Rift SDK, Premiere, Quicktime PRO, Wordpress, Magento, Joomla, Drupal, Javascript, NodeJS, PHP, SQL, .asp, Framework 7

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:

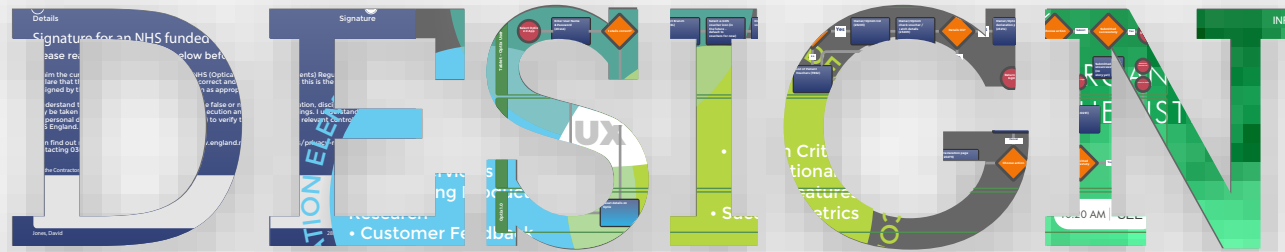
Technical and practical in-depth study.
Ability to correctly manage data.

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 ACTIONSCRIPT, JAVASCRIPT, CSS, SASS, LESS, BOURBON, HTML and JQUERY. and I am used to .Net frameworks. I am also aware of Axure widget libraries and Visio wireframing software. Use Sketch, Principle, & InVision. I also have exposure to technical production and SDLC technologies like Agile, Scrum, Kanban & Waterfall, software management and testing methodologies.

I have a keen interest and understanding of User Experience Design. I am an accomplished designer and programmer who has experience with a many platforms ranging from Linux and Windows based systems to Apple OS, to mobile Apple iOS and Android.

I was a lead lecturer on the Design For Digital Media department at Salford University. The primary aim of D4DM was to evolve the course with divergent formats of software (print, web, motion, interactive and 3D) on multiple platforms, as well as emerging communication networks, social media and remote learning.

Employment:

Currently working as freelance UX designer & developer.
Optix Software Mangement - UX/UI Designer
HHGlobal Digital UX Designer
2 Sisters FG UX Designer
Lead Lecturer in Design For Digital Media
Mindwave Multimedia: Project Manager

Salford University:

Lead Lecturer in Design For Digital Media
Programme Leader for D3DD
Co-ordinator for all years BA Digital 3D Design

Professional Activities:

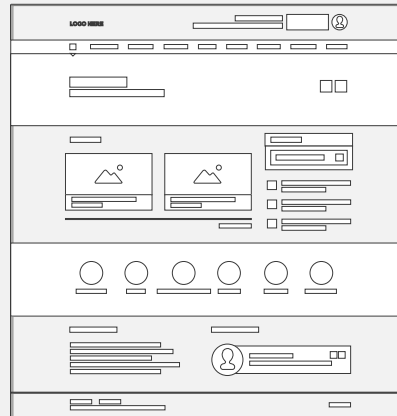
Having worked in the freelance field whilst working at University my own company PoKe DeSiGN (2001-Present) has given me many contracts as UX designer or a UI designer or for building bespoke integrated software for museums and galleries for kiosk interactives and information systems. PoKe has also had contracts for computer games companies, and magazines, supplying 3D and 2D work.



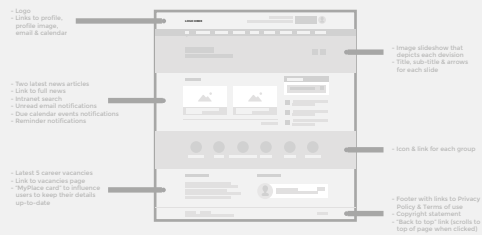
Wireframe



Visual Prototype

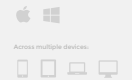


Page Breakdown

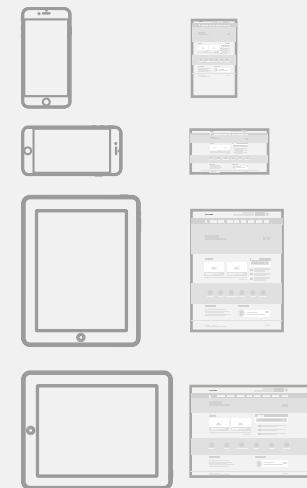


Compatibility

Mac and Windows operating systems.



Across multiple devices:



Core UX/UI study of company wide resource

2 Sisters Intranet site development

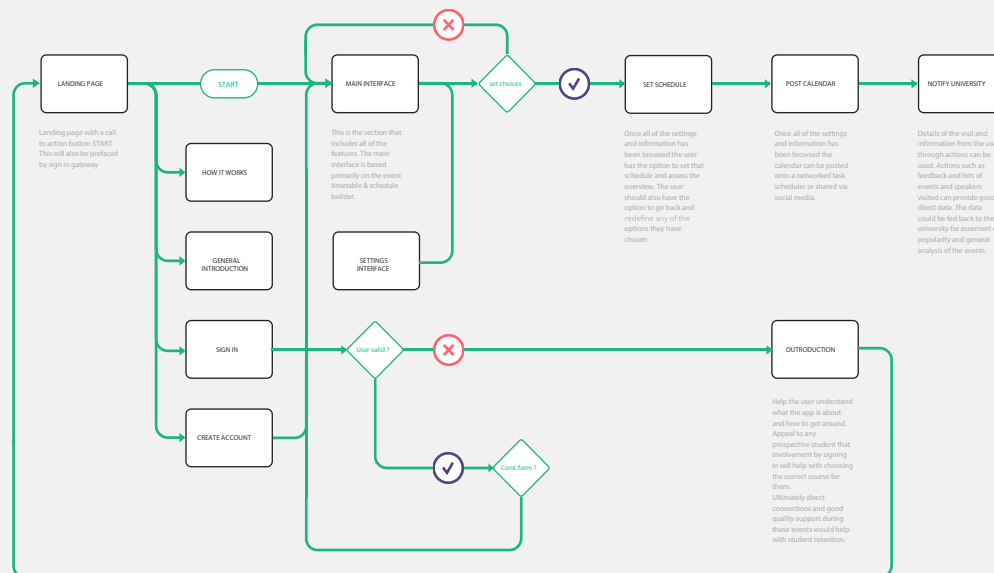
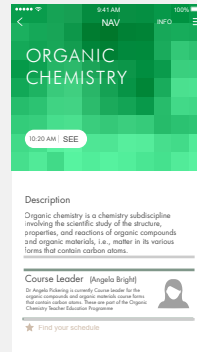
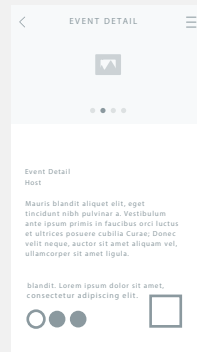
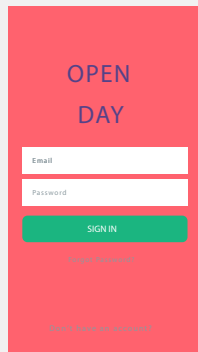
Requirements:

Reconstruction of the main work portal for the 2 Sisters company. Built within the .Net framework to incorporate Office365 and Sharepoint network system. Multi-use, Multi-user consistent control system that supports efficient and modular interactions to act as central control for a very large company.

A/B to A/B/n testing schedule constructed to ascertain basic levels of broad interaction and development. Limited feature functionality analysis to pare down to general usage interactions and promote quicker feedback loops.

A/A testing through logical agile construction stand ups would develop heavy use scenarios. The cycle of agile built features to work on a priority of usage basis. This would also allow for in-field testing of minor components.

MVT would primarily be used for the construction of complex features and interactions where a process of initial learning would take place. User based editorial systems and documentation of use needs a more fluid way of controlling and testing that user interaction.



REVOLUTION VIEWING

Coordinated control wireframe and prototype app

Revolution Viewing:

Requirements:

One of our University clients is looking for us to design and build an iOS and Android App for mobile phone and tablet devices. The app will support open day attendees (the user) before, during and after a physical event.

- Leading the delivery team to help produce core plan to make a fully featured app which would include 360 panoramas as central navigation system.

- Developing and prioritising the criteria for the control mechanism based on desktop and test app feedback.

- Issuing the plan through development staff through a series of interactive mapping scenarios and meetings.

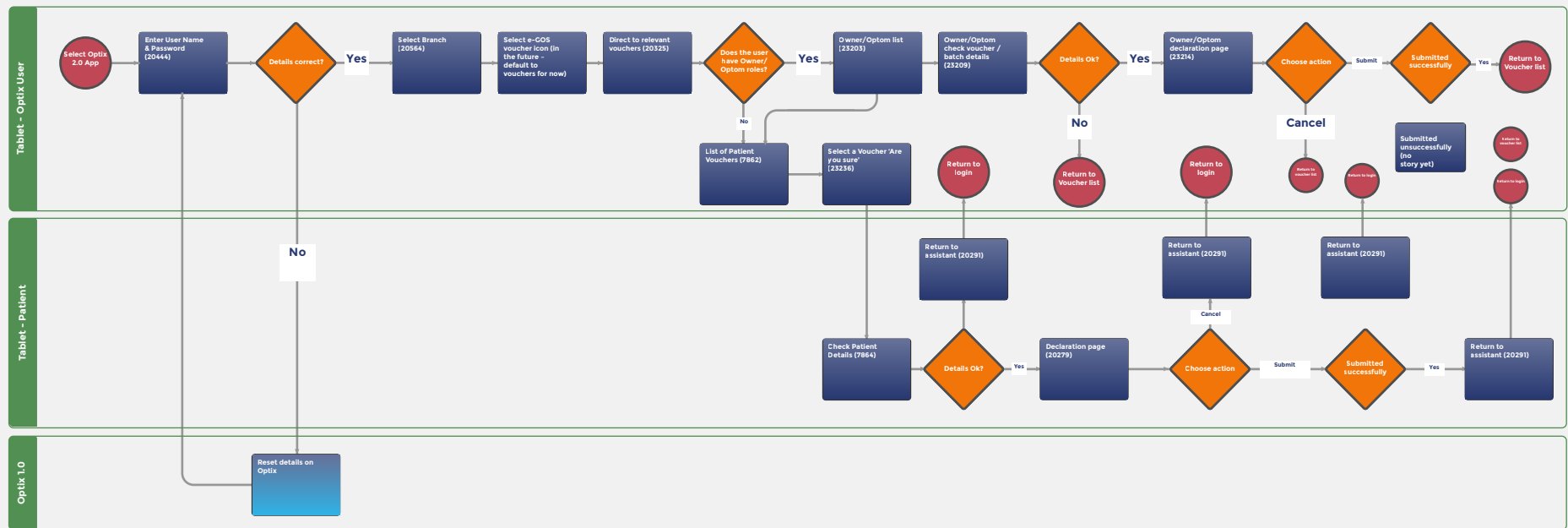
- Using clear guidelines to push through the developed criteria to make efficient choices based on that development system.

- Testing and evaluating the outcomes as that are being developed to reduce risk of missing sub project targets and deadlines.

Client
Open Day App

Type
User Open Day Experience

Notes
Task: To deliver a simple log in and develop navigate & build itinery app.



eGOS Capita NHS integration software

Patient / Optometrist Signature App:

Requirements:

One of our University clients is looking for us to design and build an iOS and Android App for mobile phone and tablet devices. The app will support open day attendees (the user) before, during and after a physical event.

- Leading the delivery team to help produce core plan to make a fully featured app which would include 360 panoramas as central navigation system.

- Developing and prioritising the criteria for the control mechanism based on desktop and test app feedback.

- Issuing the plan through development staff through a series of interactive mapping scenarios and meetings.

- Using clear guidelines to push through the developed criteria to make efficient choices based on that development system.

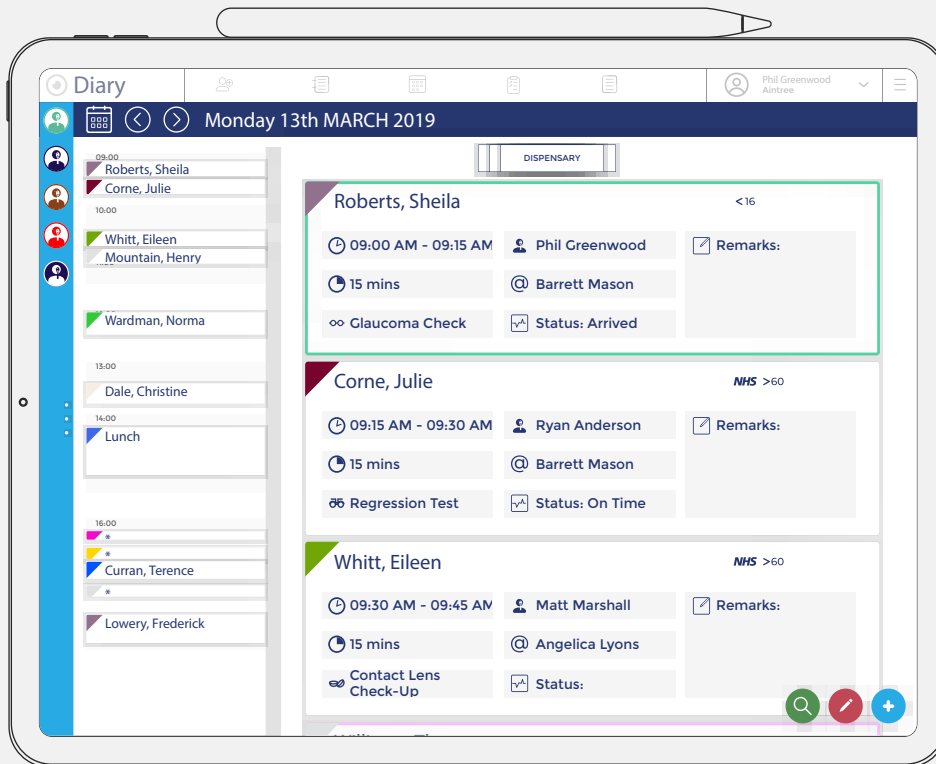
CAPITA



Client
NHS & CAPITA

Type
eGOS Signature app integration

Notes
Segway app for integration between Winforms & cloud based application. Responsive for primary use within mobile framework.



Optix

Working React and Prototype app

Optix 2.0:

Requirements:

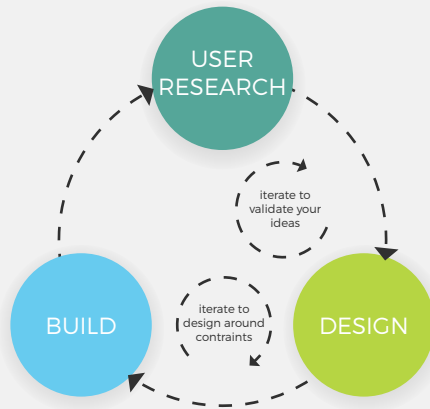
First stage of a large scale software redevelopment plan. Using a cloud based core the inaugural app was focused on a user centred approach to build front of house application.

- Fully functional diary interface with multi-level data input/output.
- A responsive expandable system that works with the current database and GDPR standard security features.
- Scaleable cloud driven framework Progressive Web Application (PWA)
- Gesture control for quick process implimentation.
- Multi level depth appropriate information retrieval system.
- Mobile & desktop wide application that allows consitent control for appropriate features & services.
- Modular components to be added to the system over time. Including PX intro, System wide search, eGOS & Audiology.

Client
Open Day App

Type
User Open Day Experience

Notes
Optix 2 Diary Overview. First and biggest stage in the development of a fully functioning cloud based OS for the Optom industry.

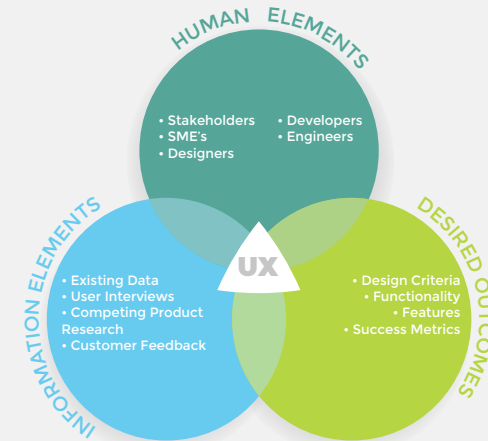


NAME: Ande Walsh
MOBILE: 07974991608
EMAIL: ande_walsh@hotmail.com

PROFILE:
I am able to code through any text editor in ACTIONSRIPT, JAVASCRIPT, CSS, HTML and JQUERY
CSS HTML5, Sass, Less, Python, Cordova, React Native.

KEY SKILLS:
Experience with a many platforms ranging from Linux and Windows based systems to Apple OS, to mobile Apple iOS and Android.

Flash	Wordpress, Magento, Tumblr,
Sketch	Joomla, Drupal
Principle	Final Cut Pro, Entiti VR/AR
CodeKit	Quicktime VR, PRO
3DSMAX	Oculus Rift SDK
SketchUp	SolidWorks
Sublime Text	Soundforge
Adobe Photoshop	Fontographer
Adobe Dreamweaver	Powerpoint
Adobe In Design	Word
Adobe After Effects	Excel
Adobe Illustrator	Access



AWARDS AND ACHIEVEMENTS: Sabastian De-Ferranti Award
R.S.A. Sony design futures

WORK EXPERIENCE:
Optix Software Management
HHGlobal Digital UX Designer
2 Sisters Food Group
Freelance UX designer and developer
Lead Lecturer in Design For Digital Media
Level 2 Coordinator
Programme Leader for D3DD
Mindwave Multimedia: Project Manager

EDUCATION:

Msc Industrial Design Distinction	University Of Salford
PgDip Industrial Design Distinction	University Of Salford
BA (Hons) Product Design 2:1	Leeds Met University

REFERENCES: Referees available upon request



© 2019 ande-design Ltd. All rights reserved. ande-design is the trading style of the ande-design Ltd.
ande-design, the ande-design logo, are trademarks or registered trademarks of ande-design Ltd.
All other trademarks are presumed owned by their respective companies.
ande-design Hillfoot Crescent Pudsey Leeds LS287QP United Kingdom