



## Employment

# Hannah Braybrook

## UX Designer

Currently working at Team17

February 2021 - Present

### Team17

#### UX/UI Designer

As the first UX specialist to work at Team17 I have been busy working on improving the UI in various games - both on internal Team17 titles and with our external games label partners.

Involvement ranges from creating reports and supplying recommendations for games - to completely rehauling the game UI from the ground up.

Day to day this involves analysing game UX, creating flow diagrams, wireframes and prototypes. I do this working within cross disciplined teams to deliver the most user friendly, playable experiences possible, whilst adhering to the original vision of the game.

April 2019 - February 2021

### CTI Digital

#### UX Designer

I worked within the Strategy and UX team at CTI to work directly with clients, delivering fantastic digital products.

Typical responsibilities included:

Workshopping, user research, usability testing, data analysis, information architecture, and artifacts like persona/ user journeys, wireframes (low and high fidelity), prototypes and interaction design.

Clients I've worked with include:

Manchester Metropolitan University, Durham University, International Animal Rescue, Churchill China, The General Optical Council, Drinkaware, Relate, Laird and the Royal College of Occupational Therapists.

## Education

2015 - 2019

### UCAS

#### UX/UI Designer

Day-to-day tasks included working across multiple teams to create prototypes, high fidelity designs, front-end development within the UCAS Design Framework, and conduct user testing with students.

#### Digital Designer/ Junior Digital Designer

I designed, created and maintained UCAS' marketing email templates, campaign pages, digital event software, social media and video content.

2011 - 2014

### University of Gloucestershire

#### BSc. Multimedia Web Design (Hons) 2:1

3 year degree covering many subjects including web design, video game production, programming & project management.

2004 - 2011

### Churchdown Secondary School

3 A Levels or equivalent in IT, English Literature and Fine Art. GCSEs – 10 subjects including Maths, English and Science.

## Skills

#### Design / research

Prototyping

Usability testing

Heuristic analysis

Wireframing

Front-end development

Analytics

Graphic/ visual design

Information architecture

Interaction design

User journey/ persona creation

#### Software

Figma

Adobe CC

Axure RP

HTML/CSS

Miro

Google Analytics

Optimal Workshop

HotJar

Unity (beginner)

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References available upon request