

about

UI/UX designer with a background in fashion design focused on innovating, communicating and simplicity. Strong, creative eye for design focused on improving products from fashion to UI design.

education

Apr '21-present

Career Foundry

Diploma in UX Design
(UI specialization)

'15-'19

Heriot-Watt University

BA (Hons) Fashion
Design

Aug-Dec '17

Jefferson University

(Philau) Semester
Abroad

'14-'15

Glasgow Caledonian University

Fashion Brand Retailing
Diploma

skills & tools

Competitor analysis, user research, user flows, wireframes, style guides, prototyping.

Adobe XD, Photoshop, Illustrator, InDesign, Figma, Usabilityhub.

ui/ux projects

“Hikely”

Jul-Aug '21

[*link*](#)

Web responsive walking app

- Using UX research processes I designed screens that prepares and navigates users through walks.
- Designed using Adobe XD.

Enular (enular.com)

Jul '21

[*link*](#)

Website and brand design

- Responsible for web and logo design for tech start-up delivering a platform for algorithmic trading.
- Built using Adobe XD & Figma.

“DotVintage”

May-Jun '21

[*link*](#)

Vintage clothing app

- Worked from a brief defining the target audience with key functionalities using UI/UX skills to create a user focused screens.
- Created using Adobe XD.

work experience

Gino Cerutti

Feb-Mar '20

London

Fashion design intern

- Communicating with buyers about design options and deliveries from China with the difficulties linked to Covid19.
- Design processes to spot improvements, highlight popular buyer habits and quality check garments in high volume with fast turnovers.

freelance

Romsabi Art

Jun '21- present

London, remote

Lead social media & web design

- Built a new website using Wordpress (Divi) with a time constraint of a month.
- Updated all social medias, Etsy and Shopify starting from scratch creating a new brand image gaining more online recognition.

Leung Design

May '20-present

(inst - [@leung_design](#))

Glasgow

Etsy & custom illustrations

- Started Etsy selling line illustrations with a lot of competition on the site, I grew my store to over 80 sales within the first 6 months.
- Produced illustration commissions outside of my own personal style, learning to be flexible and working to the person's brief with short time frames.

Torrance Parish Church

Sep - Dec '19&'20

Glasgow

Head Costume Design

- Costume design for up to 22 outfits for 2 productions in a 4 month run up to shows raising money for charity.
- Aligning designs to fit character briefs, and making last minute changes with new ideas throughout show development stage.