

Scott Phillips

Senior Interaction Designer

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Strengths

- Pioneered transformative, future-focused business models, leveraging new technologies & behaviours.
- Strong graphic design background, central to winning **Mallinson's Architects 2012 M&H Award**.
- Using insight, initiative & technical dexterity to prevent losses, for SMEs & client w. market cap of £30bn.

Employment

Interaction Designer, Graphic Designer & UX Researcher–Mixed Clients. UK/EU/USA/Remote 2010–present
Designed & developed mobile-first products, tuned UX using quantitative data for demanding entrepreneurs. Spearheaded analytics campaigns for Stakeholders, earning repeat business & combating preventable loss. Under-pressure performer: saving **M3Publishing** revenue-loss security hardening live Wordpress/LAMPstack. Innovator in fast paced environment for award-winning startup: “Preventing counterfeit, theft & fraud”. Dev. custom Google Analytics/UI/Branding, logos & MVP/Wireframing/JAMStack: <https://InspiredLabs.co.uk>

Content Designer, UI/UX Frontend Developer – Il Parco dell'Energia Rinnovabile. Italy 2016–2020
Consolidated IA & defined content strategy. Designed simple multi-lingual UX w. accessibility focus-group. Information Architecture(IA): [PeR](#) UI/ARIA: [RVO.LT](#) SEO/JAMStack/GDPR analytics: [AlessandroRonca](#)

Interaction Designer & Graphic Designer – National Geographic Expeditions. Milan, Italy 2018–2019
Prototyped UI components w. RWD principles for CX platform. JS/CSS/HTML/ARIA: <https://kel12.com>

UI/UX Frontend Developer. Graphic Designer & Technical Copywriter–3Si. Newcastle 2015–2016
Customer champion, jargon-busting to eliminate complexity. Designed service to lighten support-tickets. User Acceptance Testing/Glossary/Style Guide/Consistent UX for screen & print: <https://InspiredLabs.co.uk/3-si.com>

Lead UI Designer, Graphic Designer, Illustrator & Animator – Aris Technologies, Oxford 2007–2010
Continuous Delivery/QA process regularly scored 100% for assets, akin to early RWD w. Agile/Scrum methodology. Designed industry-first UI, spawning copycats. Fostered strong, inter-departmental bonds for optimal ROI. Earned millions of impressions for “Development A-Team”, across thousands of games, for multiple operators. Implemented reusable templates/Component Libraries/Flagship Products. UI Wireframes/UX Prototypes: [ArisTX](#)

Media Trainer – Badonmore, London 2005–2007 Engaged rising leaders in bespoke development courses.

Graphic Designer/Illustrator, 3D Animator & Technical Hand– Advanced Animations, Cheshire 2004–2005
Won over heads-of-function to radically update business model w. profitable tech-adoption & name change. Transport Clients. 3D Asset Templates/Storyboards. Web/UI. Typography: <https://AdvancedAnimations.co.uk>

Education

Degree **2:1 Electronic Media.**

Online Learning

FrontendMasters/Udemy/etc.

Accreditation

First Aid St. John Ambulance.

Volunteering & Interests

Global NGO contributor/problem-solver. Running. Longevity/nutrition/health. Camino de Santiago.

Reference, Graphic Design

Nina Brown – Tandem Festival

Reference, UI/UX/3D

Matthew Pearson – ArisTX

Reference, Mentor

David Savva – Bladonmore

“Scott fully understands the concepts of design... how things flow & the way the message is conveyed to the user” – Chris Sinclair Director, **3Si**