

Hey there, I'm Mike, an experienced, multiple-hat-wearing designer with a love of old book smells, looking out for others, and great coffee. To me, design is more than a nine-to-five, it's a vocation.

Mike Thomas

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Career

- 2019

Embarked on a **planned career break** in April to take-stock, re-energise, and figure some things out #askmeanything.
- 2017

Segue to Product team at **TotallyMoney**, contributing end-to-end, from user research through to visual design and front-end development.
- 2015

Moved to Marketing team at **TotallyMoney**, designing and managing workflows across all channels, from content and email, through to social media and print.
- 2013

Joined Brand team at **TotallyMoney** as a Senior Designer in a generalist role.
- 2009

Cut my teeth working agency-side for Metaphors, a boutique brand agency in leafy Holland park.
- 2008

Arrived in London as a self-employed designer-for-hire. Slept on many couches.
- 2008

Completed **MA Digital Art & Technology** from i-DAT.
- 2007

Adventuring in New Zealand for time. Made some more friends.
- 2006

Got lost in Azeroth for a time. Made some friends.
- 2005

Completed **BA (Hons) Graphic Design** from Arts University Bournemouth. Created all the animations and graphics for the end-of-year show.
- 2003

Paid summer internship creating 3D animations for POS display advertising, architectural walkthroughs.
- 2002

Completed ND Art & Design at Plymouth College of Art. Secured my first paid creative job taking portrait photos of a local author for an upcoming book.
- 1999

Received cease and desist from The Bitmap Brothers for Quake 3 mod "Speedball Arena".
- 1997

Spent an entire summer designing levels for the videogame Duke Nukem 3D when I should have really been outside.
- 1989

Wrote some code to make a white blob move across the screen on a Commodore 64 (Dad helped).

Hats

- Graphic Design

Impactful layout, typography, illustration and animation.
- Art Direction

Bringing alignment, definition to a project, translating strategy in to tangible concepts.
- Product Design

Facilitating discovery, posing the right questions, engaging with users, prototyping, user-interfacing.
- Development

Semantic HTML and extensible, modular CSS development (with a side of workflow automation via node/npm).
- Project Management

Prioritising, estimating, assigning. Advocate for a Kanban/Scrum hybrid practice.

Inputs

- Reading

The Shape of Design
- Listening

99% Invisible
- Playing

Super Mario Maker 2
- Watching

N/A
- Sipping

Whiskey Sour