

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.

Hats

- Graphic Design**
Impactful layout, typography, illustration and animation.
- Art Direction**
Bringing alignment, definition, and 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.

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 a 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).

Inputs

- Reading**
The Shape of Design
- Listening**
99% Invisible
- Playing**
Super Mario Maker 2
- Watching**
N/A
- Sipping**
Whiskey Sour
- Contact**

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