Mike Thomas

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 various video games 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

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