Mark Brown

25, Student at Queen Mary University of London

Information

Nationality:
British

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Portfolio:
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Research & Design Skills

Contextual Design	Intermediate
Heuristic Evaluation	Advanced
Illustrator	Advanced
Sketch	Expert
Persona Design	Intermediate
Photoshop	Advanced
Storyboarding	Intermediate

Technical Skills

Django & React	Novice
HTML/CSS/Javascript	Advanced
UML	Intermediate
SQL	Advanced
Swift	Intermediate

Business Skills

Communication	Intermediate
Revenue Modeling	Novice
Pitching	Intermediate

Inquisitive and passionate digital product designer. Experience of product design gained through academic projects, volunteer engagements and internships. Ability to communicate effectively with development teams. Seeking graduate opportunities in product or ux design role.

Experience *(Only relevant)*

02-2019 - Present — iOS Developer   Hexr
- Built new features for iOS 3D scanner application in Objective-C
- Rebuilt legacy/prototyping software for retail 3D scanner in Swift
- Periodically updated customer facing website using Shopify and Vue.js

05-2018 - 06-2018 — Web Designer & Developer   Jadu Heart
- Built a site for an upcoming band using vanilla HTML, CSS & JavaScript
- Worked to fulfil a series of requirements set out by the client

02-2018 - 05-2018 — Product Design Intern   Zinc VC
- Designed various websites & apps for projects with HCI methodology
- Iterated on designs based on research and contextual observations

Education

09-2016 - 06-2019 — Queen Mary University of London
- Bsc (Eng) Creative Computing - Anticipated: First Degree Hons

06-2010 - 09-2015 — Colchester Institute
- BTEC Level 3 Music Technology - Grade: Triple Distinction *
- BTEC Level 3 Computer Science - Grade: Triple Distinction

Projects

Turntable
Winter/Spring 2019
- Conducted research to indentify how music affects behaviour in physical social spaces, including; observations, interviews and academic reviews.
- Designed application to improve music control using design theory such as gestalt laws and hicks/fitts law.
- Implemented application using REST API, firebase and Swift. Distributed and tested application to inform later itterations of application.
- Conducted further testing and devised metrics to identify and quantify improvements.

Travelcast
March 2018
- Designed a web app which displays weather based on holiday destinations and time frame.
- Conducted semi-structured qualitative user studies.
- Mapped out emotions and frustrations in journey maps based from contextual observations and studies to help frame the design problem.
- Coordinated collaborative heuristic evaluations.

Activities

2019
- Networking through events and meetups across London

2018
- Awarded overall winner for product design during 3 day startup
- Course Representative for 2nd and 3rd year students.

2017
- Joined the Interaction Design Foundation.
- Attended a hackathon, designed a VR system to help users meditate.