Mark Brown

24, Student at Queen Mary University of London

Information

Nationality:
British

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markninetyfour.myportfolio.com

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)*

02-2018 - 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

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
- Designed based on a pre-defined style guide

Education

09-2017 - 06-2019 — **Queen Mary University of London**
- Bsc (Eng) Creative Computing - Anticipated: First Degree Hons

09-2016 - 05-2017 — **University of West London**
- Bsc Creative Computing - Grade: 89.9% Avg

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

Projects

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.
- Applied gestalt laws and other HCI methodology to refine design.
- Coordinated collaborative heuristic evaluations.

Maestro
Dec 2017
- Designed and implemented a web app to teach music
- Collaborated on design with team, regularly critiquing each other for improvements
- Used common design methods such as Hicks Law to inform design decisions

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.