



Hi. I tailor interfaces and experiences for people.

I got lucky and found what I want to do for the rest of my life. I'd very much like to continue doing it.

Areas of focus

USER INTERFACE

- It all starts on a whiteboard. From consultation to wireframing, this is where it all begins.
- These whiteboard sketches are transformed into high-fidelity mockups using the Adobe Creative Suite. I'm super nifty with Photoshop.
- From iconography to custom artwork, my ability to illustrate allows the creation of completely tailored interfaces and brands.
- A deep understanding of branding, user experience, agile methodology, front-end development and various frameworks allow me to slide right into any web development studio's process.

USER EXPERIENCE

- Understanding the reasons behind why and when people make key decisions and using these to create the most efficient user flows.
- An understanding of heuristics to negate the need for a 'help section'. People should always be able to use anything 'out-of-the-box'.
- An understanding of microinteractions allows for an even easier user experience.
- User Testing implementation is always necessary to confirm all 'hunches'. All we have are guesses up until somebody sits down and uses the product.

FRONT END DESIGN

- The ability to transform a mockup into a functional prototype using various web languages.
- Experience in working in an Agile environment which allows for faster workflow and project phase completion.
- Applying responsive design techniques to assure that web applications can function beautifully on all devices.

BRANDING & CONSULTATION

- The insatiable hunger to improve my sense of taste to design timeless, memorable brands.
- The ability to comprehend client branding guidelines and to design well within these constraints.
- Brand presentations to clients including in-situation mockups to give them a deeper understanding of their new brand and how it will look in different scenarios.
- Private consultation with clients to build and develop their brand from the ground up through Branding Sessions and Goal Oriented Design.
- Understanding overall functionality of a client's technical goals and applying this to the team's capabilities



☰ Experience

SQUAREWEAVE - SENIOR DESIGNER

2011 - 2013

<http://squareweave.com.au>

Personally mentored and groomed by the University Lecture-grade Directors of the company, I've had the opportunity to learn design at a higher level. Dealing from end-to-end design to project leading, to private consultation, my experience in this company has been paramount in achieving the level at which I work at today.

CAPSULE - STARTUP TEAM

2012 - 2013

<http://capsule.vc>

I formed a team with a strategist and a developer. We're a team dedicated to building apps that solve problems we care about. See [subservice.co](#), [rubbe.rs](#) and [spottybox.com.au](#) for our latest.

RECLUSE DESIGNS - FREELANCE

2010 - 2013

<http://reclusedesigns.com.au>

After acquiring my first few clients through friends (as you do) I started to believe this 'design' thing could be more than just a hobby. Today, I'm working with international clients and designing things that range all the way to computer cases.

BUILT MODERN - IN-HOUSE DESIGNER

2010 - 2011

<http://builtmodern.com.au>

My first full-time gig as a designer was for an architectural firm. I was in charge of redesigning their brand and collateral including website (which was the first website I'd ever designed and coded and was where my love for the web began).

☰ Education

VICTORIA UNIVERSITY - DIPLOMA OF GRAPHIC DESIGN

2011

I was given the opportunity to skip to final year due to my portfolio which showed experience in branding, print and web. This course provided me with a higher understanding of typography and minimal design.

NMIT - ADVANCED DIPLOMA IN MULTIMEDIA

2005 - 2007

This diverse course was priceless in offering me a real insight on how to use the entire Adobe suite as well as an advanced understanding of animation and interactivity.



✍ Skills

Platform	Proficient in both Mac and Windows OS.
Relevant Skills	User Interface design User Experience design Project and client management Team lead capabilities Front End development: <ul style="list-style-type: none">· HTML5· CSS3· JQUERY Responsive design application Worked with various frameworks Version Control (Github/Bitbucket) Agile workflow Branding Print design Design consultation Illustration

↳ Likes

Design	If i'm not eating, I'm either having a perve on Dribbble or looking up more inspiration to consume for the day.
Guitar	I've been playing it for a while as a hobby. Started a band and played on stage at Miss Libertine to get rid of stage fright. I still have stage fright.
Video games	Was a massive fan as a child. Am still a child and will always enjoy spending whatever time I can find playing street fighter and such.
Beer	Whoever invented this should get a raise.
Japanese cartoons	You never really had a childhood unless you grew up with Dragon Ball Z.
Reddit	One of life's greatest teachers.

I'd love to meet in person. Please keep in touch.