Samuel Holyhead

Curriculum Vitae

Contact Details
samuel.holyhead@gmail.com
07889201979

Portfolio
samuelholyhead.com

Address
53 Halton Road,
London, N1 2EN

Work Experience

REHAB
Senior UX Designer (Contractor)
01/2019 – Present

Running workshops, concept development, prototyping and testing, and service mapping. Worked on web apps, Đ-apps, chatbots and voice actions/skills. Clients include Google, Facebook, Nike and Tropicana.

SHEFFIELD HALLAM UNIVERSITY
Associate Lecturer
10/2018 – Present

Mentoring fourteen Level 6 Graphic Design students. Conducting assessment of both written and practical work. Running several workshops around service, product, UX and UI design.

FREELANCE
Designer & Front-end Developer
06/2014 – Present

In parallel with contracted/employed work. Projects include front-end development, branding, UX & UI design, and publications. Notable clients include NHS, Comic Relief and Barefoot Books.

TENGIO
Designer & Android Developer (Contractor)
10/2018 – 01/2019

UX workshops, prototyping and testing, and UI design for the hybrid mental health app AeBeZe and Artocene, an art therapy app. Worked on the Gumtree Android app, implementing user profiles, analytics and espresso tests.

AMPHIO
Lead Designer & Front-end Developer
09/2016 – 07/2018

Led design sprints with external clients like the Institute of Physics. These design thinking sessions including stakeholder interviews, sketching ideas, storyboarding, rapid prototyping and user testing to verify ideas and drive both design and business decisions.

UX and UI design for iOS, Android, hybrid & web apps ranging from services for the Institute of Physics, tools for G. Henle Verlag and games for Fondation Louis Vuitton. The process included creating user-flows, high-fidelity prototyping, usability tests and, creating and maintaining design systems.

Responsible for front-end development on web and iOS. Experienced working in Agile/Scrum methodology and using Git for version control.

Experienced in articulating problems and explaining solutions to both the internal team, clients and other stakeholders. As the sole designer I was also responsible for hiring and managing freelance designers when necessary.

TOUCHPRESS
Designer
11/2015 – 09/2016

Re-designed several iOS apps for Android working with an external development agency. UI design for several iOS and Apple TV product updates. Led the re-branding work from Touchpress to Amphio when we sold our back catalogue and transitioned to an agency model.

TOUCHPRESS
Junior Designer
10/2014 – 11/2015

UX & UI design for iOS apps with partners such as the Juilliard School, the Philharmonic Orchestra and Faber & Faber. Also responsible for localisation and asset production as well as designing marketing materials and microsites.

WE LOVE DIGITAL
Design Intern
03/2014 – 09/2014

A series of placements in which I worked on a responsive campaign site for Sony & Fifa's World Cup mobile application, worked on pitches for Yamaha and designed & implemented email campaigns.

Education

SHEFFIELD HALLAM UNIVERSITY
BA(Hons) Graphic Design
08/2011—06/2014

FIRST CLASS HONOURS

UNIVERSITY OF THE CREATIVE ARTS
Foundation Degree in Art & Design
09/2010—06/2011

DISTINCTION

OAKWOOD PARK GRAMMAR SCHOOL
Secondary School
09/2003—07/2010

A LEVEL 2 A's, 1 C
GCSE 2 A*'s, 12 A's

Skills & Hobbies

CODING LANGUAGES

HTML, CSS & Javascript (inc. React), Clojure/ClojureScript, Swift, Objective-C, Java and Bash.

PROTOTYPING SOFTWARE

Proto.io, Invision, Marvel, Bot Society, Botframe and aframe.js (for VR).

DESIGN SOFTWARE

Sketch, Invision Studio, Zeplin, Adobe CC Suite including; Photoshop, Illustrator, InDesign, After Effects, Premiere, Media Encoder and Audition.

OTHER SOFTWARE

Xcode, Unity, Omnigraffle, Draw.io, Terminal, Git, Apple iWork suite, Google Cloud suite, Microsoft Office suite.

References

References available on request