

Contact Details

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Portfolio

www.amphio.co

Address

53 Halton Road,
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Work Experience

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 & maintaining design systems.

Responsible for the front-end development of web and iOS designs. 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.

FREELANCE

Graphic Designer

06/2014 – Present

Worked on projects ranging from branding, video editing, presentation layouts & typesetting reports. Clients included the NHS, Comic Relief & Nominet Trust.

TOUCHPRESS

Designer

11/2015 – 09/2016

Re-designed several iOS apps for Android, worked with external development agency for Android development, business development featuring high fidelity prototypes and designed feature updates. Led the re-branding work from Touchpress to Amphio when we sold our back catalogue and transitioned to an agency model.

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 and aframe.js (for VR).

DESIGN SOFTWARE

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

OTHER SOFTWARE

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

HOBBIES

Drumming (since 2004), table tennis, reading (self-professed sci-fi nerd) and a general social butterfly.

References

References available on request