

Contact Details

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Portfolio

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Address

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Work Experience

TENGIO

Designer & Android Developer (Contractor)

10/2018 – Present

UX and UI design for the hybrid mental health app AeBeZe.

Design-thinking workshops and creating prototypes to define a MVP for Artocene, an art therapy app. Worked on the Gumtree Android app, implementing user profiles, analytics and espresso tests.

SHEFFIELD HALLAM UNIVERSITY

Associate Lecturer

10/2018 – Present

Currently mentoring twelve Graphic Design students through

Level 6 as well as running several live briefs. Assessing both written and practical work. Creating workshops around service, product, UX and UI design.

FREELANCE

Designer & Front-end Developer

06/2014 – Present

Worked on projects ranging from web development, branding, video editing, presentation layouts & typesetting reports. Clients include the South India Coffee Company, NHS, Comic Relief & Nominet Trust.

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.

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.

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 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, Terminal, Git, Apple iWork suite, Google Cloud suite, Microsoft Office suite.

References
