

# Dan O'Connell

## I design + code digital interfaces

I create great designs for end users, designers and developers by leveraging design systems, following accessibility standards and having a deep understanding of the medium I design for.

I've worked for various international companies of all sizes and the type of work I've done ranges from detailed interaction design to cross platform design systems.

## Education

### Interaction Design (2006 - 2009)

Ravensbourne University London  
Bachelor of Arts

### Multimedia Design (2004 - 2006)

North West Kent College  
BTEC National Diploma

## Skills

### Design Systems

Creating scalable and maintainable UI for multiple teams and platforms.

### UX Design

User journey mapping, user testing and prototyping.

### UI Design

Design systems, Responsive design and Accessibility standards.

### Web Development

Knowledge of Git, CSS, HTML, APIs, JS and modern JS frameworks.

### Agile

Over five years working with Scrum / Kanban.

## Work Experience

### UX Designer (2018 - Present)

WPP DCO

Designing new features, shaping the roadmap and iterating on existing functionality for technical marketing software used across international WPP teams.

### UI Designer / Developer (2014 - 2018)

de Bijenkorf

Collaborating across the design and development teams, focusing on the design system and bringing the UI up to date across all platforms and systems.

### Front End Developer (2012 - 2013)

Jamie Oliver

Leading the build for the new front end of the responsive website, collaborating with an external design team.

### Web Developer (2010 - 2012)

Pollitt and Partners

Junior developer working on the front end for international clients, including the responsive BT Wifi Hotspot pages.

### Web Designer (2010)

Nebulo Strata

Designing websites for local business in the Kent Region of the UK.