DAN OC.

I am a UX designer with a background in interaction design and web development. In a world of ever increasing pace of change and complexity, my passion lies in keeping things simple and accessible for everyone. I've worked for international companies across multiple agile teams and I know how to design responsive user interfaces for large scale applications.

EDUCATION

Bachelor of arts (2006 - 2009)
Interaction Design

Diploma (2004 - 2006)

Multimedia Design

SKILLS

UX

User testing, A/B testing and product design iterations.

UI

Designing with Sketch and in the browser, prototyping with Principle.

Design Systems

Creating scalable and maintainable UI for multiple teams and platforms.

HTML/CSS/JS

Creating accessible, semantic markup, creating responsive layouts and preprocessors. Experience in vanilla Javascript, jQuery and some JS libraries, including React.

PREVIOUS JOBS

de Bijenkorf (2014 - Present)

UI Designer / Developer

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

Freelance (2013 - 2014)

Designer / Developer

Design and build of websites at various London based agencies, including Maverick and Pollit & Partners.

Jamie Oliver (2012 - 2013)

Front End Developer

Part of the processes in the design and development teams, bringing the new responsive site to life.

Pollit & Partners (2010 - 2012)

Web Developer

Junior developer working on various agency projects for large clients, including Sassoon, BT and Macmillan.

Nebulo Design (2012)

Web Designer