Dan O'Connell

UX & UI Designer

I am a UX designer with over a decade of experience in software development. I love to work with users to help shape product strategies and enable product teams to deliver simple and elegant solutions to real problems. The values I live by, both in my personal and professional life are; be nice, be humble and always be open to learning new things.

Skills

UX Design
User testing, focus groups and analysis.

UI Design
Design systems, Prototyping, Responsive design, and Accessibility standards.

Web Development
Git, CSS, HTML, Data structures and Javascript.

Teams
Scrum / Kanban, Growing product teams from startup to scaleup.

Education

The Internet (2000 - present)
Dribbble, Awwwards, Stackoverflow
Searching for all the things.

Interaction Design (2006 - 2009)
Ravensbourne University London
Bachelor of Arts.

Multimedia Design (2004 - 2006)
North West Kent College
BTEC National Diploma.

Work Experience

UX Designer (2018 - Present)
WPP Open DC
Working with users and stakeholders to deliver new functionality and improve existing UX for technical marketing software used across multiple international WPP agencies.

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
Building websites for international clients, including British Telecome and WWE.

Web Designer (2010)
Nebulo Strata
Building websites for local businesses.