

Dan O'Connell

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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 done work for various international companies of all sizes, ranging from focusing on interactions of individual components, to creating cross agile team, 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 beautiful, scalable and maintainable UI for multiple teams and platforms.

UX Design

Stakeholder management, user journey mapping, user testing and A/B testing.

UI Design

Modular components, design iterations, prototyping and accessibility

Web Development

Knowledge of web technologies, including CSS, HTML, Javascript and modern frameworks, including React.

Agile

Over five years experience working in international teams using SCRUM / Kanban.

Work Experience

UX Designer (2018 - present)
LemponPi — WPPP

Working as the sole UX designer, designing new features, discussing roadmaps and collaborating closely with developers in a rapidly expanding team.

UI Designer / Developer (2014 - 2018)
de Bijenkorf

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

Web Designer (2013 - 2014)
Freelance

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

Front End Developer and Designer (2012 - 2013)
Jamie Oliver

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 Sassoone, BT and Macmillan.