

THOMAS BRETELL

A creative thinker who is always looking to learn new skills and refine current ones. Works hard to complete high quality work with a focus on attention to detail. Good communication skills and able to make intuitive decisions. Experienced in creating innovative products in a wide range of design and technological specialisations.

-  www.thomasbrettell.com
-  thomas.a.brettell@gmail.com
-  +61 (0) 425 429 717
-  www.tinyurl.com/y6o7xy91



Skills

Exploratory Data Analysis

Python
Excel + Google Sheets
Chart.js

Fullstack Web Development

HTML
JavaScript + jQuery
CSS
Bootstrap
Node.js + Express.js
React.js

UI Design

Figma
Adobe XD
Adobe After Effects

UX Research

User-Centric Design Process

Graphic Design

Adobe Photoshop
Adobe Illustrator

Game Development

Unity
C#

3D Modelling

Blender
AutoDesk Maya

AI Programming

Python



Education

University of Sydney

2018-2020

Bachelor of Design Computing
High Distinction in Core Studios
+ Distinction Average Overall

University of Edinburgh

2019

Study Abroad

Udemy

2020

Fullstack Web Development Course

Epping Boys High School

2011-2017



Experience

Cazna - Web Design and Development

2020-Present

Wireframing, hifidelity prototyping and implementation with HTML, CSS, jQuery and Bootstrap.

DDB Pty Ltd - Internship

2018

Assisted with design briefs for multiple clients including Novartis and MedHub. Branding, logo design and web development.

AEC Electoral Commission

2019

Official NSW State and Federal election.

Woolworths

2017-2018

Customer service team member.

Baptist Care

2014

Volunteer as part of Duke of Edinburgh.



Bachelor of Design Computing

My Design Computing degree involves utilising a user-centered design process to fulfil briefs to a high quality that target a range of different computing related mediums including information communication, UI design, physical computing and UX research. This process involves extensive research into the problem area using primary and secondary sources and completing user data gathering methodology such as interviews, AB testing and questionnaires to understand the user's needs and pain-points. This is then followed by creating a product prototype that can be iterate so that it best complies to the user's needs and fulfils the brief.

I graduated with a distinction average and achieved a high distinction in all the degrees core studios (Information Visualisation Design, Interaction Design, Interaction Product Design, User Experience Design). My graduating assignment for Interaction Product Design received the highest mark among my cohort of 96%.

I believe my success is due to my ability to work seamlessly within a team. I can cooperate with my teammates and am able to both listen and take charge when needed to in order to maintain an organised plan and engage in useful discussions. I consistently complete my work to the highest standard and assist my teammates when necessary.



Internship at DDB (Communication and Marketing Consultancy)

My internship at DDB provided me with relevant industry experience and allowed me to put the skills obtained throughout my degree into action and gain an understanding of the corporate and consultancy work environment. I supported colleagues across a range of different functions including the creative branch, Track DDB where I was involved in graphic design work, and Remedy DDB where I worked closely with the Digital Director and was involved in internal and client meetings, research and web development.

My time at DDB was immensely rewarding as I learned a lot and participated in work that was enjoyable and that I was proud of. I proved effective by responding to allocated tasks efficiently and completing them promptly and completely. I demonstrated good communication skills when engaging with my managers and clients



Freelance Web Development for Cazna

I recently redesigned Cazna's dated website to make its appear more modern and have a more organised and complete layout. I started by drawing up wireframes to discuss the content with the client and then created a high fidelity mockup of the sites redesign before I started working on implementation to verify the design choices made. The final site is coded in HTML, CSS and jQuery and incorporates Bootstrap.

The site is currently a fully functioning high fidelity prototype for testing and will be transitioned to the main site soon. The client was very pleased with my work. I was able to effectively evaluate what they needed and design a site which worked optimally for their B2B target audience.