

# TOM HEWITT

## C U R R I C U L U M V I T A E



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## CURRENT OBJECTIVE

When I left University, I launched my first web based portfolio and in the process got hooked on understanding how the web works, how interactivity and design govern user experience, and writing clean, minimal code. I have directed every new career challenge towards pursuing and extending that knowledge. This passion has given me a strong and varied toolset across UX, design and development.

Having spent the last three years managing my own company as a freelancer, I am now seeking to join a new team of dedicated people. I want to grow my knowledge and start a new challenge with an exciting, growing agency.

## WORK EXPERIENCE

MARCH 2012 TO PRESENT	DIRECTOR
COLOUR FLOOD LTD	After deciding not to extend my contract at Square Enix, I set up my own company and became a full time freelancer. I am very proud to have never had to go looking for clients. From the start, I retained Square Enix as a client as well as attracting companies through former colleagues, managers and friends. As my hard working nature and ability to solve problems has shown, all the clients I have worked with have come back to me with new projects. Being a one-man-band, I am in charge of everything that goes into running a business, maintaining client relationships and above all, delivering excellent work.
JULY 2013 TO DEC 2013	WEB DESIGNER (6 MONTH CONTRACT)
SQUARE ENIX LTD	When I returned to Square Enix for a second contract, the projects I was assigned had a greater focus on user experience. I led the UX pieces on both the rebrand of Heroes & Generals, including liaising with the development team in Copenhagen, and the launch of Square Enix Collective. These projects also involved my designs. I was in charge of re-skinning the forums for both Heroes & Generals and Nosgoth, using platforms I was unfamiliar with. Both were delivered successfully and on time.
SEPT 2011 TO MARCH 2012	DIGITAL DESIGNER (6 MONTH CONTRACT)
SQUARE ENIX LTD	Leaving GAME to focus more on games rather than e-commerce, I approached Square Enix and got the role of Digital Designer for the online team. During my 6 month contract one of my biggest projects was mobile game Koozac. I worked on UI and asset creation as well as leading the design and build for the website. Another large project was Heroes of Ruin for which I led the design of the online statistics web pages as well as asset creation in the form of emblems/icons/badges.
MARCH 2011 TO SEPT 2011	USER INTERFACE MANAGER
GAME STORES GROUP PLC	After a large company restructure I was promoted to lead a new team as the UI Manager. My first tasks were to hire a new team and set up processes for managing the new embedded analytics across both GAME.co.uk and Gamestation.co.uk. With our new found analytical power, we quickly set about improving the design and UX for key areas of the websites, including home pages and cart/checkout journeys. I was also tasked with creating 2 wordpress microsites for both brands to act as a hub for the E3 games conference. I was also sent out to Los Angeles for E3 to help with the updates :)

## WORK EXPERIENCE (CONTINUED)

<b>NOV 2010 TO APRIL 2011</b>	<b>ACTING LEAD ONLINE DESIGNER</b>
<b>GAME STORES GROUP PLC</b>	When my former boss left his position, GAME did not hire a replacement immediately as there was a large company restructure being planned. I volunteered to lead the team in his absence. This involved managing workloads and creative sign off as well as mentoring all the other designers. I was also involved in sparking ideas with commercial, marketing and content teams. Aside from my day to day duties, I also designed and developed the BAFTA GAME Award 2010 site, which increased votes by over 100% YoY. As a result of this success, the GAME Group CEO personally invited me to attend the Video Game BAFTA Awards Ceremony as one of the company's top-ten employees.
<b>JAN 2010 TO NOV 2010</b>	<b>ONLINE DESIGNER</b>
<b>GAME STORES GROUP PLC</b>	Dropping my 'Junior' status after 6 months at GAME was a proud moment. I acted as the point of contact for everything related to the online design and front end of both GAME and Gamestation's websites in my boss's absence. I worked on the BAFTA GAME Awards 2009 website, which increased votes by 12% from the previous year. After a lot of hard work and successful launch of the Call of Duty: Black Ops hubs on GAME and Gamestation, I was invited to the launch event at London's Battersea Power Station. I was also awarded Online Team Member of the month (Oct 2010).
<b>JUNE 2009 TO JAN 2010</b>	<b>ASSISTANT ONLINE DESIGNER</b>
<b>GAME STORES GROUP PLC</b>	Being told I got this job on my 22nd birthday was a great present. I was tasked with updating and maintaining website artwork and code, as well as design and code HTML emails/newsletters and affiliate merchandising across both GAME and Gamestation brands. I was given the first ever Online Team Member of the month award in Dec 2009. I made a name for myself by producing highly creative, sometimes Flash generated, artwork and interactivity.

## EDUCATION

<b>2005 TO 2008</b>	<b>UNIVERSITY OF PORTSMOUTH, PO1 2UP, 023 9284 8484</b>
<b>DEGREE</b>	BA Upper Second Class Honours in Communication Design
<b>2003 TO 2005</b>	<b>BARTON PEVERIL COLLEGE, EASTLEIGH, SO50 5ZA. TEL: 023 8036 7200</b>
<b>A LEVELS</b>	Art (B), Graphics (B), Photography (B)
<b>AS LEVELS</b>	Art (B), Graphics (B), Photography (B), Mathematics (E)
<b>1998 TO 2003</b>	<b>CANTELL SCHOOL, SOUTHAMPTON, SO16 3GJ. TEL: 023 8032 3111</b>
<b>GCSES</b>	11 GCSEs including Mathematics (B), Double Science (BB), English Literature & Language (BB).

## ABOUT ME

I love crafting digital experiences, whether those are for the web, mobile or games. The processes of designing, developing, problem solving, organising data and creating intuitive user interfaces - I enjoy all of it. I feel very fortunate to be able to do something I am passionate about every day. My mission is to get better every day and make fantastic work, not because I have to, but because I want to.

There's more to me than just my 'work' though. I'm a big basketball fan, have a nerdy interest in video games and eSports, and am way too enthusiastic about the Fast and the Furious franchise. Music and stories are my muses and I am an occasional and (not quite so anymore) secret AFOL. I also love Pizza.