

T O M H E W I T T

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

DESIGNER. DEVELOPER.
UI & UX FANATIC.
TECH FIEND. NBA FOLLOWER.
MUSIC & STORY LOVER.



Thomas Philip Hewitt



26/05/1987 (26 Years)



British



BA Hons (2.1)
Communication Design



Apartment 1, 42-44 Winn Rd
Southampton, SO17 1EZ



07947 401 304



tom@colourflood.co.uk

WWW

tomdoesdesign.co.uk

CURRENT OBJECTIVE



An enthusiastic and ambitious Web/UI designer and Front end developer. Good knowledge of website infrastructures and development methods (Agile). Passionate about creating quality, intuitive interfaces. Demonstrates the organisational skills to achieve tight deadlines and thrives on pressured and challenging working environments.

Seeking to further my career in the creative industry. Looking for full-time employment to make the best use of my skills and experiences whilst enabling both professional and personal development.

WORK EXPERIENCE

MARCH 2012 TO PRESENT DIRECTOR

COLOUR FLOOD LTD

Colour Flood is my own company set up as my business front for my freelance design and development work. Having my own business has involved project managing multiple briefs, liaising directly with designers, developers, marketing managers, producers and directors, designing & developing websites, user journeys, brand marketing and logo/icon creation. During my time freelancing/contracting I have been fortunate enough to work with some industry leading brands such as: Square Enix, Argos, Comparethemarket, the BBC & Electronic Arts.

JULY 2013 TO DEC 2013 WEB DESIGNER (6 MONTH CONTRACT)

SQUARE ENIX LTD

Duties included website design and assistance on brand identity for the Heroes & Generals game as well as other brand websites. Web design and brand identity for Square Enix Collective. Forum skinning for Nosgoth.com.



I received a credit in the online free to play game Heroes & Generals for my work on restructuring and designing the website.

SEPT 2011 TO MARCH 2012 DIGITAL DESIGNER (6 MONTH CONTRACT)

SQUARE ENIX LTD

Duties included website design for brand, developer and internal communication sites and systems for both UI and web page design. In-game asset creation, and web design and development for mobile game KooZac. Design of web statistic icons/ badges/ emblems and page layouts for Heroes of Ruin game. Multi-channel asset creation for marketing material.



I received a credit in the mobile game KooZac for my extensive work on the game's assets, UI design and website.

MARCH 2011 TO SEPT 2011 USER INTERFACE MANAGER

GAME STORES GROUP PLC

Key responsibilities included development and regulation of the GAME, Gamestation and Gameplay brands. Worked on usability testing for site development. Analysed and investigated drop-out hotspots & acted to fix them. Oversaw creation of marketing and merchandising concepts, working with the Central Design Studio to execute. Project managed small projects and microsites. Recruitment, training and personal development of User Interface Assistants. Designed & built the E3 games conference microsites for both GAME and Gamestation & was sent to E3 to manage both sites.

NOV 2010 TO APRIL 2011 ACTING LEAD ONLINE DESIGNER

GAME STORES GROUP PLC

Acted as the primary point of contact for all digital creative needs. Managed time, workload, creative and personal development for the Online Design team, had creative sign off of all design briefs, ensuring an on brand multi-channel approach to all design work. Initiated and helped develop ideas with the commercial, marketing and content teams. Successfully designed, coded and launched BAFTA GAME Award 2010 site & increased votes by just over 100%. Helped develop and co-host the first GAME Podcast series.



Personal invitation from GAME Group CEO to attend the Video Game BAFTA Ceremony as one of the company's top-ten employees.

WORK EXPERIENCE (CONT.)

JAN 2010 TO NOV 2010 ONLINE DESIGNER	
GAME STORES GROUP PLC	Duties included acting as a point of contact during Lead Online Designer's absence. Worked on the BAFTA GAME Award 2009 site. The new site increased votes by 12%.
	★ Invitation to COD: Black Ops launch event in recognition of my work on the GAME hub.
	★ Online Team Member of the month (Oct 2010).
JUNE 2009 TO JAN 2010 ASSISTANT ONLINE DESIGNER	
GAME STORES GROUP PLC	Duties included maintaining and updating website creative content and code. Design and code HTML emails & newsletters and affiliate merchandising across both GAME and Gamestation brands.
	★ Online Team Member of the month (Dec 2009).

EDUCATION

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

ABOUT ME

Design and technology are very much the core of my life, both in and out of the office. When I'm not working I'll be listening (and occasionally creating) music, trawling the internet for new technology news or the latest design and web trends. I am passionate about new and exciting UIs and will quite happily buy an app just to see the UI and how it works.

I will happily binge through a TV box set or watch a terrible action film. I am a gamer, although I never seem to get very good at any of the games I play.

I am also a huge basketball fan and I try to play whenever I can and follow the NBA (go Bulls!).

When I get the opportunity to do so, I like to explore my artistic roots through some painting. My preferred medium is the spray can, be it free hand or stencilled.

