

Tom Dunne

hello@tomdunne.design

<https://tomdunne.design>

Digital designer for print and screen.

Montreal, Canada.

+1 (647) 517-2894

To whom it may concern,

I am excited by the opportunity to become part of a team to collaborate, share and develop ideas and work with.

Drawing inspiration from everything in daily life, classic design systems and understanding current trends, I aim to produce high quality work focused on the end user experience.

A previous course of study within Fine Art has allowed me to establish a thought based approach towards design, whilst skills developed through past employment utilising the most current industry standards to create work with purpose and substance. As well as interpersonal skills such as public speaking, time management and critique of work.

After several years of full-time freelancing complete service design, it has become apparent that the absence of a team dynamic has deterred any progress of further development, which is why I am interested at the possibility of working together, thriving at the idea of growing and learning new skills through conversation and collaboration.

Kind regards,

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A passionate multidisciplinary designer interested in minimal design systems with a focus on an engaging user experience.

Driven by the excitement to continually learn new and develop on existing skills to produce work situated within current technological advances, software and thought processes with a particular desire to create work with real purpose.

Education

BA(Hons)

Fine Art: Print & Digital Media.

Wimbledon College of Art

UAL

2008—2011

Foundation Studies in Art & Design

Lincoln College of Art

2007—2008

Skills

UI/UX Design

Prototyping

Interaction Design

Typographic layout

Motion Design

Illustration

Visual Identity

User Research

Usability Testing

HTML & CSS

Tools

Adobe CC

XD & Figma

Invision

Illustrator

Photoshop

InDesign

After Effects

Experience

Freelance

2010—Present

Design over the past decade covering a broad spectrum including both design for print and screen, full branding projects, web development, brochures, logo design, project management, research and analysis.

Creatively Content

2021—2022

Senior role working alongside and directing a small team of creatives. Owning product launches from start to finish - including production of brand assets and direction of photography & videography materials. As well as updating current brands through understanding of strategy and positioning.

Digital Engagement

2016—2018

Working alongside lead developer to create illustrative design resources within the education sector, low & high fidelity wireframes and animated prototypes for mobile & web apps.

The Little Riot Press

2016—2017

Artist publications and performance in collaboration with University of Lincoln.

The Number4 Group

2014—2016

Head of design producing all in-house documents for national recruitment and training company, email marketing, sign up forms, social media templates, course materials and e-learning programs.

Fuse Design

2012—2013

Part-time junior position with full-service branding agency, developing Creative Directors concepts into material ready for use in web projects, layouts for print in brochures, catalogs, flyers and business cards.