

Tom Dunne

Multidisciplinary Designer

<https://tomdunne.design>

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A passionate visual experience designer interested in building minimal design systems with a focus on an engaging user-centric experience, treading the line between aesthetics & functionality. Currently seeking remote opportunities to collaborate on innovative projects that drive growth & hold meaningful impact.

Experience	Senior Graphic Designer Creatively Content Sep 2021 – Dec 2022	<ul style="list-style-type: none">• Led creative team to design various physical and digital products for a major US brand from ideation to implementation.• Led responsive web design projects working closely with cross-functional teams to prioritize seamless handoff.• Deliberate collaboration within teams and showcasing work with usability testers, clients & shareholders.• Focused internal communication with Creative Director to ensure successful research, strategy and execution through innovative design thinking to solve user-centered problems on simultaneous projects.		
	Visual Designer Freelance May 2010 – Present	<ul style="list-style-type: none">• Directed brand launches, responsive web design, mobile app design and interactive design projects for a variety of clients, from local businesses to national non-profits.• Development of a deep understanding of creative problem solving, critical thinking, and project & time management skills through directly working and communicating with clients, shareholders and other team members involved in each particular project.		
	Product Designer A Digital Engagement May 2016 – Nov 2019	<ul style="list-style-type: none">• Prototype experiences through interaction, motion and visual design to create various collateral for mobile, tablet, desktop and interactive installation.• Collaborate with Creative Director, business partners and developers to conduct various research tasks, conceptualize and translate problems into implementation.• Used both qualitative and quantitative data to help solve user-centered design problems.		
	Junior UI/UX Designer Fuse Design Oct 2012 – Sep 2013	<ul style="list-style-type: none">• Worked closely with Design Director to assist in research tasks, building personas, user flows and wireframes.• Develop understanding of a full services advertising agency through inclusion in strategy and client meetings.• Design of various concepts, ideation, prototypes and wireframes for brand, user interface and graphic design projects.		

Education	University of the Arts London	Lincoln College of Art
	BA(Hons) Fine Art: Print & Digital Media Sep 2008 – July 2011	Foundation Diploma: Art & Design Sep 2007 – Aug 2008

Skills & Tools	User Research	Wireframing	Figma	InDesign
	Prototyping	Interactive	Invision	After
	Visual Design	Design	Adobe Creative	Effects
	Art Direction	Branding	Cloud	Photoshop
	Usability	Product Design	XD	HTML
	Testing	Motion Design	Illustrator	CSS