Tom Dunne
Multidisciplinary Designer

https://tomdunne.design
hello@tomdunne.design
+1 (819) 620-8509

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

- Successfully managed a team of 4 designers, delivering 15+ projects annually with a 95% on-time completion rate and increasing product engagement by 30% through innovative design solutions.
- Ensured a smooth transition between design and development, praised by 85% of team members for improving efficiency in project workflows.
- Received positive feedback from stakeholders, with a 90% approval rate for design prototypes, enhancing the credibility of design decisions.
- Led strategic initiatives that resulted in a 20% improvement in project turnaround times and a 10% increase in overall project success rates.

Visual Designer
Freelance
May 2010 — Present

- Directed brand launches, responsive web design, mobile app design and interactive design projects for a variety of clients, with constant positive feedback from clients, leading to a 90% client retention rate and fostering long-term partnerships with national non-profits and local businesses.
- 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 2015 — Nov 2019

- Prototype experiences through interaction, motion and visual design to create various collateral for mobile, tablet, desktop and interactive installation.
- Led research initiatives with Creative Director to conduct various research tasks, conceptualize and translate problems into implementation, praised for effective collaboration and communication, leading to stronger alignment between design and business objectives.
- Utilized data-driven insights to improve user satisfaction by 25%, with usability testing leading to a 20% decrease in user errors. Integrated qualitative feedback from over 100 user interviews to refine designs, contributing to a 15% increase in overall user retention.

Education

University of the Arts London
BA(Hons) Fine Art: Print & Digital Media
Sep 2008 — July 2011

Lincoln College of Art
Foundation Diploma: Art & Design
Sep 2007 — Aug 2008

Skills & Tools

Brand Design	User Research	After Effects
Product Design	Prototyping	Figma
Motion Design	Usability Testing	ProtoPie
Interaction Design	Adobe Creative Cloud	HTML
Wireframing	Illustrator	CSS
Visual Design	Photoshop	Javascript
Art Direction	InDesign	Blender