



# Thomas Pritchard

*User Experience Designer*

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Profile

I'm Thomas, a User Experience Designer looking for an exciting position on a design-focused team, where I can use my skills, developed while working with a multitude of startups and existing companies as a design consultant, to help build new products, and develop existing ones.

I am a strong proponent of the User-Centred Design Approach, and I have found that by trusting in the process, and working with a great team, I can consistently create great experiences tailored for the right user.

Experience

Designer at DeveloperTown (Indianapolis, USA) – January 2014 to Present

As a Designer, specialising in User Experience, at DeveloperTown, I worked closely with clients to help them realise their products at their most critical time: ideation and initial design. I conducted user research, created personas, task flows, wireframes, and visual designs that scaled from a smartphone to a large desktop monitor. One of the most important parts of design at DeveloperTown was a tight feedback loop; with design iteration being fed by user feedback. At DeveloperTown I helped bring five products from idea, through design, iteration, marketing, and build, to market.

Honours Project at Plymouth University (Plymouth, UK) – January 2016 to Present

I am building a set of experimental user experience frameworks for being productive for long periods of time in room-scale virtual reality environments. I am developing a data-visualisation prototype to test the comfort of users (both physically and emotionally), and to see how users develop mental models in virtual environments, where spatial understanding is key.

Other Personal Projects – 2009 to Present

As well as designing professionally, I also like to design and build products in my spare time. I have designed and built a Mac application, Podcast Chapters, to help podcasters add interesting metadata that their listeners love, which has received glowing reviews in prominent publications, such as Macworld. I have also developed prototypes for an artificially intelligent shopping list, and a mobile application to track quotes the user finds inspiring. These projects let me experiment a little more than I otherwise could in client projects, helping me develop my technique as a designer, and give me an opportunity to try out new tools.

Education

Plymouth University – BSc Computer Science; 2012-2016

Butler University (Indianapolis, USA) – Computer Science Exchange Year; 2013-2014

Skills

- User Research & Prototyping (Writing Scripts, Personas, InVision, Paper Prototypes)
- Task Flows & Wireframing (OmniGraffle, Sketch)
- Visual Design (Sketch, Adobe Photoshop)
- Front-End Web Design (HTML, ERB, HAML, CSS & SASS, Javascript)
- iOS & Mac Software Development (Swift)