



# Thomas Pritchard

*User Experience Designer*

Email

hi@tpritc.com

Portfolio

www.tpritch.com

Twitter

twitter.com/tpritc

GitHub

github.com/tpritc

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 whilst 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-Centered 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 did 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 four products from idea, through design, iteration, marketing, and build, to market.

Personal Projects – 2009 to Present

As well as designing professionally, I also like to design and build products at university and in my spare time. I have designed and built prototypes for iOS, Mac, and web applications, such as an app to help couples shop smartly together, and a social network for people to share the quotes that inspire them. These projects let me experiment a little more than I otherwise could in client projects, and help me develop my technique as a designer, as well as trying out new tools.

Education

Plymouth University – BSc Computer Science; 2012-2016

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

Skills

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