

TRISTAN EDWARDS

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ABOUT ME

I am an Australian UI/ UX Designer and Front End Software Engineer currently living in Aarhus, Denmark, specialised in creating fascinating and highly functional digital interfaces. I'm very passionate about design and I strive to create compelling products integrated with quality branding. I love what I do and I'm always looking for new challenges and opportunities to work with enthusiastic people.

TRAINING & QUALIFICATIONS

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| 2010 | Griffith University & the Queensland College of Art - Bachelor of Multimedia
(<i>Interactive Entertainment & Games Programming</i>) |
| 2011-2013 | Griffith University & the Queensland College of Art
- Bachelor of Games Design |
| 2014 | Certificate IV in Small Business Management |

DEVELOPMENT TOOLS

Unity3D	Visual Studio / VS Code
C# / Asp.NET	HTML / Pug / Jade
Adobe Photoshop	CSS / SCSS
Mockup Tools (eg. Adobe XD)	JavaScript / TypeScript
Wireframe Tools (Balsamiq, Draw.io)	Angular
Adobe Illustrator	Autodesk Maya
Atlassian Suite	AWS

WORK EXPERIENCE

2020 - Now **UI / UX Designer & Front End Engineer**

WakeupData (*Aarhus, Denmark*)

- Rapid Prototyping, Wireframes
- Product Branding and Presentation
- Storyboards, User Flows, Process Flows
- Working closely with customers, Usability testing
- ASP.Net MVC, C#, Javascript, SCSS
- Web-based Application Development
- Team Workflow Structures

2019 - 2019 **Lead Unity Developer**

FUGRO Land NL (Regional Innovation Centre Europe) (*Nootdorp, Netherlands*)

- Unity
- Intuitive Interface Designs
- User Experience Testing
- Rapid Prototyping
- Web-based Application Development, WebGL

2018 – 2019 **UI / UX Designer**

FUGRO Land NL (Regional Innovation Centre Europe) (*Leidschendam, Netherlands*)

- Rapid Prototyping, Wireframes
- Product Branding
- Storyboards, User Flows, Process Flows
- Working closely with customers, Usability testing
- ASP.Net MVC, Unity
- Web-based application development, WebGL

2017 – 2018 **UI / UX Designer**

FUGRO ROAMES (*Brisbane, Australia*)

- Responsive Front End Application Designs (Desktop, WebGL)
- Front End Unity and Web development
- Rapid Prototyping, Wireframes
- Storyboards, User Flows, Process Flows
- Product Branding

- Close collaboration with R&D division
- Produced marketing assets for consumer and industry events
- Usability testing

2016 – 2017 Junior Software Engineer

FUGRO ROAMES (*Brisbane, Australia*)

- Object-Oriented Design Methodologies
- Customer Facing Applications
- Core Functionality, Development of APIs
- Unity C#

2014 – Now Independent Video Games Designer

- Development For Desktop & Android Platforms
- Intuitive User Interface Designs
- Product Branding
- 3D World Design
- 'Frame By Frame' Animation
- 3D Modelling, Rigging, Animation, Texture Mapping

REFEREES

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