Will Wallace

Graphic/web design

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I'm a graphic designer and front-end web developer living in the South of England. I have nearly 10 years' experience in the world of creative design, including both print and web.

I'm equally at home using Adobe Creative Suite or Sublime Text and Git. My background in print means I have a good eye for detail and a creative flair, while my coding experience gives me a solid understanding of the practicalities of making a design work.

Web languages

- HTML5
- PHP: Laravel 4.2 & 5.0
- Sass & CSS
- JavaScript, including jQuery

Graphics tools

- Adobe CC:
  - Photoshop
  - Illustrator
  - InDesign
- Affinity Designer
- Quark Xpress
- Balsamiq

Workflow & misc

- Wordpress theme development
- Bootstrap theming
- Git & Gulp workflow
- Unix command line
- Virtual Machines using VirtualBox

Experience

2013—May 2016

Siteset Digital
Front-end designer/developer

At Siteset I was responsible for a large part of the front-end design and development on all projects. As the only experienced designer on a team of developers, my work involved everything from workshopping with clients, prototyping basic layouts and creating detailed mocks in Photoshop, through to writing production-ready code.

Every website and web app we built was responsive by default, which means I am well-versed in writing mobile-first stylesheets and clean, semantic markup. The majority of our projects used the Laravel PHP framework so I have experience of working with MVC architectural patterns.

I instigated Siteset's "house styles" for CSS and JavaScript, including the adoption of Gulp & Sass, which they now use on all projects. I continually pushed to improve the team's JavaScript skills, with a focus on an organised, object-oriented approach.

2009—2013

EVC Graphic Design and Print
Graphic designer/creative artworker

As a part of the graphic design and pre-press team at EVC, my work involved creating eye-catching artwork for clients, such as magazines, leaflets, brochures, posters, and stationery, while keeping to tight deadlines. I created brand identities for several clients – including logos, photographic treatments, and style guides – both on my own and in collaboration with colleagues.

I was also trained in the operation and maintenance of Agfa Azura platemaking machines and Kodak PREPS software. This gave me a valuable insight into the physical process of putting ink on paper, and how it can (and should) affect aesthetic decisions made during the design phase.

Prior to 2009

I worked as a creative artworker in the pre-press departments at Apple Print and Prontaprint, both situated in Newbury.