



About

I am a UI/UX Designer with a background in motion.

Experience

Ascendum

UI/UX Designer

June 2021 to present

Contractor at Ascendum working on Anthem.com



Anthem

UI/UX Designer

June 2021 to present

Producing high quality designs within a team environment that meets all requirements and adheres to UX and Brand guidelines. Working with team leads to produce style guidelines defining the products visual identity. Interpret business requirements and leverage those into a proper presentation that provides the functionality needed. Applying accessibility best practice, illustrations and motion for UI.



RNID

UI/UX Designer

November 2019 to

Applied evidence and context-based design, by visualizing, articulating and solving complex problems and concepts. Making design decisions based on available information and research evidence. Prototyping in code and apply technical knowledge and experience to create or design workable prototypes.



Peach

Freelance Motion Designer

June 2019 to July 2020

Plan and create exiting marketing videos using a variety of tools such as Sketch, adobe creative suite and Affinity Designer.



Peach



Platform Support Executive

June 2018 to November 2019

Manage and support clients in advertising delivery and music videos production for television across United Kingdom and France. With strong understanding of Premier Pro and technical specification, I trained clients and junior colleagues.

Vensy



UI/UX Designer

Feb 2018 to May 2018

Bring a project to life by wireframing using sketch and prototyping in InVision. All designs decisions are made using research and evidence. Style and design components and set design guidelines based on best practices.

iMakr



Junior Designer

May 2017 to January 2018

Create webpages for e-commerce website using PrestaShop while producing existing content to market 3D printers across the website.

Skills

User Experience (UX)	User Interface Design	Interaction Design	Wireframing
Prototyping	Adobe Creative Suite	Usability	Sketch App

Education and training

London Metropolitan University



BA Hons - Digital Media

First Class Honours

Oct 2013 - Jun 2016

Combining professional practice and theory, the course was designed to prepare me for a career in the growing digital media sector. I developed highly sought after technical, production and marketing skills to initiate, design, produce and manage digital projects.

BSIX



BTEC LV 3 - Creative Media Production
Distinction*

Oct 2011 - Sep 2013

This course was designed to give me valuable practical skills, getting relevant qualifications and preparing me to work in industry or progressing on to university. Learning about marketing and advertising, public relations, research and naturally the film and television industries.

The Intrapreneurs Club



Paid course

Sep 2020 - Feb 2021

This program was thought by seasoned and experienced pioneers and disruptors in their field to gain access to knowledge from expert professionals in the UX/UI/Product Design world.