

About me

With nearly a decade of experience as a designer, I've honed my skills across a diverse range of companies and industries, including large corporations and small design studios. I approach every project with a curious and analytical mindset, seeking to tackle complex challenges and deliver meaningful outcomes.

I'm committed to creating fit for purpose digital products, that positively impact the world and are accessible to all. I strive to craft user experiences that are data-driven, simple, and purposeful, ultimately aimed at enhancing the lives of those who interact with them.

Experience

Senior UX Designer - Red Badger
April 2020 – present

UX/UI Designer - Rogers Communications
June 2019 – December 2019

UX Designer - Tabcorp
January 2017 – January 2018

UX Designer - MetLife
April 2016 – November 2016

UX Designer - New Republic
June 2015 – February 2016

Web/UX Designer - CEE Hydro systems
November 2014 – June 2015

Web Designer - Global Personals
September 2012 – August 2013

Web Designer - Vorsprung
July 2011 – July 2012

Applied skills

User-centered design, Design Thinking, Agile methodologies, user research, usability testing, Figma, Sketch, Miro, Mural and HTML/CSS coding.

Education

Accessibility: How to design for all - Interaction design foundation (2021)

Atlassian/InVision design thinking workshop run by Atlassian at Academy XI (2016)

6-week online Gamification course run by Coursera (2016)

General Assembly 12-week intensive User Experience Design course (2015)

BA honours degree in Graphic Design: New Media (2008 – 2011) from the University for the Creative Arts

A levels in both Applied Art (B/C) and Information Technology (C) at Collingwood College, Surrey.

Volunteer experience

4 months pro bono work as a UX Designer for a Bristol-based charity The Mazi Project

Oxfam 1 day UX challenge - redesigning a Design for Change campaign

Soft skills

Creativity, curiosity, empathy, problem-solving, collaboration, communication, critical thinking, and innovation.