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PROFILE

Highly skilled and self-motivated Design Director with extensive experience in leading high-end design teams. Current demonstrable success as the User Interface Director for deviantART.com, a leading top 100 online art community, providing strategic direction as well as hands on design development and implementation.

My work extends to the complete family of products that deviantART owns. I am Art Director on projects such as DreamUp.com - a new collaborative platform from deviantART that allows Clients to work with the World's best creative professionals - and deviantART Muro, their HTML5 image creation platform.

Previous work included development of innovative solutions for Government, Defense, Security, Aviation and Training industries as well as providing recurring interface design consultancy to major public sector clients.

As well as producing national award winning designs for the print industry, I have also produced a large amount of personal digital artwork; which has been published in many forms across the world.

KEY SKILLS & TECHNOLOGIES

Skills:

- User Interface Design
- User Experience Design
- Responsive Web Design
- Remote Team Management
- Design for Print & Multimedia
- Design for Disability/Accessibility compliance

Technologies:

- Adobe Creative Suite
- HTML5 & CSS3
- JQuery
- PHP/MySQL

EXPERIENCE

Art Director, dreamup.com

January 2012 to Present

As Art Director I have had a pivotal role in the set up and implementation of this new website owned by deviantART.com. My role encompasses leading the team that creates and deploys all front end solutions, creation of wireframes, Photoshop comps, HTML prototypes and demonstrators. I am also responsible for creating and maintaining style and UX guidelines.

User Interface Director, deviantART.com

September 2007 to Present

After several years as a volunteer in my spare time for deviantART.com, I was approached to work as a contractor in September 2007. I accepted a full time position within the company in March 2008.

Since 2009 I have been the Director of the User Interface Department, reporting directly to the CEO.

This role involved expanding and managing an existing team of highly skilled remote designers. Under my direction the UI team have consistently delivered the front end UI of all existing, new and future features and components for deviantArt and its family of products. This includes analysing functionality briefs and producing wireframes, conceptual interface designs, sandbox prototypes and operational specifications for implementation by deviantART's engineering development teams.

Interface, Multimedia & Web Design

Team Leader, QinetiQ (formerly DERA) December 2000 to February 2008

I joined DERA in 2000 as a Web and Multimedia Designer for the Software Engineering Centre and worked in several high profile projects including work with 3G networks, Health Care and NHS Trust, and various Defense contracts.

When DERA became QinetiQ in July 2001 I was appointed as the Interface Design Team leader for an innovation group developing next generation information systems, military training systems and mobile technology applications.

I also provided interface designs for a customer information system in the transport sector, including user information screens and system management interfaces. I delivered a highly innovative mobile phone interface for a prototype social networking application and interface designs for the corporate staff information system.

I was appointed as Senior Designer for the Public Record Office's 1901 Census website. This included the provision of support material to the client, both printed and multimedia, and working closely with the development team to re-brand the site.

Other activities at this time included advising the client on the new eGIF framework for the Cabinet Office and the website for the National Infrastructure Security Coordination Centre (NISCC).

Studio Supervisor, Newsquest

February 1999 – December 2000

As Studio Supervisor and Senior Graphic Designer, I was responsible for the throughput of work and supervision of six designers within the Southampton Daily Echo's Creative Studio. My duties included design and realisation of short deadline newspaper advertorials and advertising; management of several magazine titles, special publications, supplements and periodicals; visuals and concepting; selling aids; feature designs and editorial illustrations.

Graphic Designer, Ford Graphics

September 1996 – February 1999

I was responsible for all aspects of design from original concept to final print on a wide variety of mediums including: full colour magazine (national), brochures, newspapers and supplements, advertising and book publication.

Typesetter, Abbey Life

April 1995 – July 1996

Responsible for the design and layout of a range of Abbey Life printed literature.

EDUCATION

National Diploma: Audio Visual Design (Merit) *Bournemouth & Poole College of Art & Design*

A-Levels: Biology

GCSEs: Maths, English Literature, English Language, Physics, Biology