

Achievements

Featured Work 06/19

Sheffield Digital Festival

My 2nd year Experiential Design project SYNC VR was presented at Sheffield Digital Festival by keynote speaker, Steve Gibson. You can view my project [here](#).

Portfolio Pick 2021 05/21

D&AD

I was selected this year as one of D&AD's Portfolio Picks, and my work was featured on the organisation's website.

Education

Interaction Design

Northumbria University

4 year course with a year spent working in industry, the course is incredibly broad but some of the topics we cover include:

App Design	80/100
Experiential Design	95/100
Personal Project Research	90/100
Personal Project Realisation	82/100
Professional Collaboration	85/100

Secondary Education 09/10 - 06/17

Hampton College

Business Studies	B
Psychology	B
Media Studies	B
9 GCSEs A-C	

Skills

UX Design	Animation
User Research	Games Development
Wireframing	Interaction Design
Prototyping	HTML / CSS
Usability Testing	C#

Software

Figma	Adobe Creative Suite
Sketch	After Effects
Abstract	Unity
Protopie	Cinema 4D
Invision Studio	Blender

References available upon request.

About

I'm James, a Product Designer based in Newcastle. I enjoy creating digital experiences, working with new exciting technologies, and creating the best experience for the end-user. I have an extremely broad skill-set, that has been built through my own curiosity and wanting to learn. As well as my degree, which touched on many different areas of design. My core focus is Product Design, with interests in VR, Development, Animation, and much more.

Experience

UI Artist 05/21 -

Ubisoft

I'm currently working on a new VR Game being developed by Ubisoft and Oculus. Specifically I work within the HUD team designing assets that the player will see in game. Applying UX principles to traditional Game Design. I've worked on small fine details as well as larger more conceptual ideas to improve the game.

Associate Digital Designer 08/20 - 05/21

KOMODO Digital

I worked in an agile design team, developing digital products for many different businesses and industries. I've worked on complex UX projects; Creating a platform that blends two merging companies. I've also completed animation work and developed microinteractions for a mental wellbeing mobile app.

UX Designer 06/19 - 07/20

HiveHR

I developed and deployed multiple new features for an employee engagement app with over 200,000 users. Lead research and development into a Hive mobile app. Revitalised the export feature and user flow. And created multiple pieces of animated content for company partners and social channels.

UX Design Project 04/19 - 05/19

TiiQu

Events

EMEA / Facebook University Design Summit 11/20

An invitational event to gain insight into the lives of Facebook designers based all over the world, as well as portfolio critiques.

Facebook University Design Jam 10/19

Designed an experience to provide a user with better control and transparency for their data, and then presented this concept to peers and Facebook staff.

Atombank Hackathon 02/19

A 3 day hackathon, we developed an interactive prototype to help improve family saving habits and presented the concept to over 100 industry experts.

Attributes

I've always been a fast learner, I think this because a lot of my skills have been self taught. I enjoyed being introduced to new scenarios and potential challenges, it causes me to take new approaches and develop innovative solutions to problems. I love collaborative work and have found lots of success working in teams, whether it be previous work, sports teams or in education.