Ellie McGurk

UX designer

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About

Currently studying BDes Interaction Design at Ulster University Belfast. Previous experience includes UI and UX design, Branding, Iconography, illustration, prototyping and web design. Software skills include Figma, Sketch, Adobe Photoshop, Illustrator, InDesign along with an understanding of mark up such as HTML and CSS.

Education

2019-current — Currently enrolled in Final year Interaction design at Ulster University Belfast

(2018-19) — Completed a foundation course in Art and Design BDes (Hon)

(2016-2018) — Alevels

Art and design-	A*
English-	A
Geography-	A

Work experience

2021- 2022

UX Designer, Core systems

For my placement, I secured a role as a UX Designer at Core Systems NI. My contract was extended for 14 months before I progressed into final year Interaction Design. Core's key mission is to help break the cycle of crime and improve the lives of people within the criminal justice system. They help work toward this goal by implementing technology solutions for use in prisons and in the community.

In this role I gained valuable industry experience working as part of an agile workflow. My priority workload was designing user interfaces, creating user stories and maintaining design standards. I worked alongside the product team closely to ensure every design met the requirements of the user before passing designs on to the development team where I helped ensure the designs were implemented successfully. Within my design responsibilities, part of my role was to ensure design consistency. In order to help maintain this, I implemented an asset catalogue to document and categorise each component and its specific design requirements. Working for Core gave me profound insight into designing for an incredibly specific user-base with incredibly niche requirements, and because of this, I have been able to develop my skills in UX immensely.

Alongside my priority workload, I worked with the business team on multiple website updates including a large scale update across the site. Furthermore, I helped with designing marketing materials as needed. Managing workloads enabled me to build on my time management skills. In addition, pitching my ideas for critique allowed me to improve my presentation and communication skills immensely.

2018-2021

Support sevices assistant, Omagh hospital

Currently working part time as a support services assistant in Omagh hospital. In this role I have gained valuable work experience including dealing with people and working as part of a large group of cleaners. Our work is heavily audited as we deal with a huge responsibility of mantaining the safety of the hospital and its practicises so I am well adapted to dealing with stressful situations. Working throughout the pandemic has taught me a great deal about working under pressure. I have also become very well adapted to change as my work changes every day from working on rehabiltation wards to areas such as urgent care.

2017-2020

Volunteer- Edmund Rice camp, Omagh

I have been a volunteer for Edmund Rice camp Omagh for several years. ERC is a camp for underprivlidged children ages 6-11 that runs every summer for 2 weeks and over the Christmas period. This role has really developed my communication skills and patience that working with young children usually demands. It has also developed my interper-sonal skills as I work alongside a large group of leaders and mentors who control and manage the camp.

Thinker

Problem solver

Designer

Skills

Experienced user of many different design softwares including Figma, Sketch, Illustrator, Photoshop and InDesign. Understanding of coding platforms CSS and html including previous experience building a website with code and experience with no-code tools Webflow and Framer. Previous practical experience includes research and discovery to aid critical thinking and sketching and wireframing to help develop different ideas and build these from scratch. I have completed many different projects including experience with UX, branding, iconography, illustration, and extensive prototyping experience using tools such as Invision and Figma. I have used these skills both within education and through industry experience.

Referees

Roisin Gilmartin

Manger at Core systems

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Dr. Kyle Boyd

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