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WORK & CO
DESIGN LEAD
2017–
WORK.CO

WORK & CO
SENIOR DESIGNER
2014–2017
WORK.CO

WHISTLE
FREELANCE DESIGN & DEV
2014
WHISTLE.COM

METHOD
DESIGNER
2011–13
METHOD.COM

HARRIMANSTEEL
DESIGNER
2011
HARRIMANSTEEL.COM

BUILD
DESIGNER
2011
STUDIO.BUILD

SPIN
INTERN
2010
SPIN.CO.UK

WALLPAPER* MAGAZINE
INTERN
2010
WALLPAPER.COM

TROIKA
INTERN
2009
TROIKA.UK.COM

BATH SPA UNIVERSITY
GRAPHIC COMMUNICATION BA (HONS)
2006–09

MANCHESTER METROPOLITAN UNIVERSITY
BTEC FOUNDATION DIPLOMA
2005–06

SELECT CLIENTS
FACEBOOK
NOKIA
MARRIOTT
ALDO
THE MET OPERA
EPIC GAMES
MASTERCARD

(n.) Mancunian **designer** living and working in Brooklyn, NY, with a penchant for **refined typography**, **brand narrative**, **systems thinking**, **prototyping**, **motion** and **front-end** development. **Team player**.

Early professional years were spent in London, working for small studios specializing in **print**, **branding** and **interactive art installations**.

A formal education in digital product design began at **Method**, working on sites for streaming services and type foundries, touchscreen kiosks for phone companies and customer experience artifacts for global banks.

Led projects at **Work & Co**, including a companion webapp for a video game, a generative brand identity for a cultural institution in New York and a tool used for creating financial loyalty schemes.

Played a senior role in many other projects, whether by cranking out production-ready templates or pitching in on a round or five of concepting.

Clear communicator with an ability to work collaboratively, yet also independently, within ambiguity or adhering to strict guidelines.

Able to take an idea from **conception to prototype** in no time at all, believing that as soon as you can test, the better.

Technically fluent in **Framer**, **Principle**, **Origami**, **After Effects** or any other tool that comes with the terrain.

Proficient in html, css, and js — provides pragmatic and efficient **design solutions for development**.