



A hybrid creative **based out of the UK** focused on creating stunning bespoke brands, websites and applications.

Varied skillset involving: UI Design, Branding, UX Design, Graphic & Visual Design, Interaction Design, Animation, App Design, and transitional actions into emerging fields such as VR/AR and AI Visualisation



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Thinksquirrel

2012 - 2014

Graphic Designer

Responsibilities included the creation of Unity3D extensions/plugins for commercial usage and customised work on B2B projects

Notable clients:

Matterport: VR Application

Lift Media

2014 - 2016

Graphic Designer

Responsibilities included the conceptualisation and creation of various client material covering: Branding, Web design, App design and Print media.

Notable clients:

Telefónica Movistar: Mi Priority iOS/Android application

IE Business School: Print Media

Azalle: UX/web design

BnGet: UX/web design

SelfHacked

2016 - 2019

Lead Design

Responsibilities included finessed creative roles and team management with development/marketing to bring new features to fruition.

SelfDecode

2016 - 2019

Senior Graphic Designer

Responsibilities included creative expression of complex datasets and integrated systems from concept through to production. Strong emphasis on UX in bringing high-level biomedical literature to a generalised audience.

Lab Test Analyzer

2016 - 2019

CCO (Chief Creative Officer)

Foundation level operation management with a tight knit team of dedicated professionals to bring academic literature and health analysis to an accessible, actionable level for a global market. Full-range coverage of creative influence through to production.

Foxul Creative

2014 - Present

Founder (Self Employment)

Foxul Creative acts as the face for a decentralised studio supplying small-scale clientele with full-suite design and development services. Strong expertise in sourcing required professional talent for set projects.