cottingham

PROBLEM SOLVER | PIXEL WHISPERER

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I love simplifying chaos within businesses. Making interfaces look great, but the users experience greater!

SKILLS

Define
Interviews, focus groups & surveys
Competitor analysis
User journeys & process flows
Storyboards & personas

Prototype
Wireframes
Hand drawn prototypes
Detailed user flows & click count journeys
Interactive prototypes

Design
UI research & mockups
UI prototypes & micro-interactions
Design system creation
Accessibility standard

SOFTWARE

Figma
Adobe XD
Balsamiq
Miro
Illustrator
Photoshop
InDesign

References available on request.

EDUCATION

University of Derby
2007 - 2011, Master of Visual Communication (Graphic Design)

Rethinking, refining and developing my visual thinking to establish new directions through real-world learning, 'live' projects, field trips and working with employers using traditional and advanced new technologies.

EXPERIENCE

Gamma Telecoms, Senior UX & UI Designer
Aug 2021 - Present, Manchester

I lead the creation and integration of Amethyst, our fully accessible design system which has rolled out across the whole business and it's products which helped designers create intuitive products with lean methodologies.

Experian, UX & UI Designer
Nov 2019 - Sep 2021, Nottingham

Working for the Decision Analytics team, providing UX design patterns for our Experian Design System to create a consistent and modern appearance across all our global products, liasing with the development teams to help create the highest of standards.

HYPE, Senior UX & UI Designer
Jul 2019 - Nov 2019, Leicester

Streamlined user flows for Checkout and Purchasing processes down to two clicks. Led a global team to create and develop the new native iOS and Android HYPE app. Worked on creating an overall better Customer Experience for new and existing customers.

STERIS, Senior UX Engineer
Jul 2016 - Jul 2019, Derby

Working in a lean approach on product strategy, design and implementation of the track and trace system SynergyTrak. Using first-hand user research to prototype, create and produce intuitive designs to help perform daily tasks and business objectives.

UNiDAYS, UX & UI Designer
May 2015 - Jun 2016, Nottingham

Led the design and production of the UNiDAYS native app using best practices and UX patterns. Creating a simple, yet effective app that was intuitive for students. It broke into the top 50 of the Google Play and top 15 of the Apple Store within it's first week of release.

See Tickets, UX & UI Designer
Oct 2013 - May 2015, Nottingham

Worked with the development team to create workflows / user journeys and wireframes working on site improvements, as well as the creation of the new dynamic mobile website.