

WEB

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About

I combine skills in graphic design, web design, interaction design, marketing and user experience to provide engaging solutions to communication issues.

Experience

JANUARY 2013 - PRESENT FREELANCE

Freelance design and marketing work on a number of contracts including web design and maintenance, graphic design, desktop publishing and product development for small businesses such as Hexicom Software Pty Ltd and creating business winning tender designs and interactive online portals for larger companies such as STi Lilyfield.

JANUARY 2011 - DECEMBER 2012

GRAPHIC DESIGNER & MARKETING ASSISTANT - DES PTY LTD

Marketing Assistant and Graphic Designer reporting to the Sales Manager in charge of all marketing and design. Creating all marketing material and advertising, content management of company website, EDM, tradeshow booth design and marketing collateral. Working with leading brands such as Canon, Epson and HP.

JUNE 2011 - JUNE 2013

GRAPHIC & WEB DESIGNER - WILTON & PARTNERS

Graphic and web design under a Marketing Manager providing design solutions for small businesses. Material provided includes web design and maintenance, logo and branding identity, brochures, flyers, print and online advertising.

APRIL 2009 - DECEMBER 2010

FREELANCE

Freelance web and graphic design, modeling, animation and desktop publishing for companies such as Explore Engage and The University of Western Sydney.

JANUARY 2009 - APRIL 2009

MODELER, ANIMATOR & WEB DESIGNER - GAME TIME 4 KIDS

Animation and web design role with a small team of new graduates using Maya and Flash to create online interactive children's education presentations. A small start-up venture based around an intuitive new way to teach children to read.



Skills

DESIGN

Photoshop
Illustrator
InDesign
Flash
After Effects
Maya
DSLR Photography

WEB

HTML
CSS
JavaScript
jQuery
PHP
Flash

Education

2006 - 2008

BACHELOR OF DESIGN COMPUTING THE UNIVERSITY OF SYDNEY

The Bachelor of Design Computing provides theoretical and practical knowledge for designing for and in both the physical and virtual worlds. It focuses on the creative, technical and aesthetic possibilities of computer-based design through the study of the major areas of design, programming, interaction and modelling.