



ABOUT

I have a versatile background in design and development, with a focus on creating engaging and user-friendly experiences across both print and digital. Over the past decade, I've worked on everything from UX/UI design and motion/3D graphics to OOH, experiential events and social media assets.

I love solving problems, learning new skills and bringing ideas to life in a way that's both creative and practical. My work has spanned a variety of industries, including TV, film, fashion, gaming and tech, giving me an expert perspective on different design challenges.

EXPERIENCE

Vervant (London, Feb 2024 - Present):

Freelance Designer; Working with the growth team creating digital and print assets for event spaces.

Strathberry (Edinburgh, Nov 2022 - Present):

Freelance Graphic Designer; Working with the marketing and creative team producing social media assets for seasonal campaigns across TikTok, Youtube, X, Facebook and Instagram.

Kin+Carter (Manchester, March 2020 - Oct 2023):

Freelance Motion Designer; Working as part of a team in a fast paced agency environment executing multi-channel campaigns for 3 high profile clients across TV, OOH and social media. Leveraged storyboards to create on-brand visuals that effectively met objectives, translating creative concepts into impactful campaigns. Collaborated with account managers and stakeholders to ensure smooth project execution and delivered high quality work within tight deadlines.

Cartoon Network, Kids Creative Content, EMEA (London, Feb 2017 - March 2020):

Freelance Off-Air Graphic Designer; Working closely with Marketing, Consumer Products, On-Air and Digital divisions. Creating commercial & consumer marketing material across print, digital, 3D spaces and video, as well as brand style guides, email creatives, websites, creative asset packs, game assets. product direction, packaging and retail branding for all Cartoon Network IPs including Adventure Time, Ben 10, The Powerpuff Girls and We Bear Bears. This also bled into other Turner company entities such as HBO and Adult Swim.

ClicksToApps (Manchester, Dec 2013 - Feb 2017):

Creative Designer; Working closely with a range of clients from the NHS to local councils on briefs to create digital assets across platforms and devices; UI / UX, wireframing for apps and websites.

Paramount Pictures (London, May 2015 - Jun 2015):

Freelance Production Designer; Working with the Theatrical Marketing team to create OOH digital and print posters within the UK and Ireland for Terminator Genysis and Mission Impossible Rogue Nation. This included large scale designs and layouts, press advertisements for national newspapers and magazines, and Point of Sale materials.

Internet Marketing & Design Ltd (Manchester, June 2010 - Dec 2013):

Graphic Designer and Web Developer; Working as part of a team producing iPhone and iPad applications and games. I was responsible for the UI for the apps, ran and maintained the website. My work also involved designing and building websites from concept to end product, creating digital social banners and email creatives.

SKILLS

Software: PC and MAC Adobe Suite (Photoshop, Illustrator, After Effects etc...)
Cinema 4D, Blender, Print & Digital
App Design (iPhone/ iPad)
HTML, CSS, ASP.net, WordPress,
Basic JavaScript, jQuery, & Flash
Wireframing, UI, UX
Office (Word, PowerPoint, etc...)
Ideas and Concepts, Photography

INTERESTS

Films & Video Games
Photography; Digital and Film
Driving; Car & Motorbike
Design & Coding
Music & Festivals
Rock Climbing & Cycling
Technology & Emerging Tech
Travel

EDUCATION

Manchester Met University:
BA (Hons) Digital Marketing and Coms

Audenshaw Sixth Form:
3 A-Levels (History, English & Computing)
1 AS Level (Mathematics)

Audenshaw High School:
10 GCSE grades (A* - B)