

Dave Aldridge

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A highly creative and motivated Designer with strong experience in different design disciplines and technologies. A specialist in the UI/UX field and an excellent team player who thrives in a demanding and creative environment.

Key Technical Skills

- Adobe Creative Cloud (Professional level).
- Photoshop, Illustrator, InDesign, Flash, After Effects, C4D, Sketch, Balsamic, MarvelApp & Invision, OmniGraffle, Axure, Acrobat and Quark.
- Working knowledge of HTML, CSS, JS; Experience in PHP & ASP.NET

Career History and Key Achievements

Atos Consulting, Senior UI/UX Designer, (May'16 - Present)

I have worked on a wide variety of contracts on behalf of Atos Consulting I've summarised some of the more stand out projects that can be supported with visuals upon request.

Government Contract (Nov-Current 2017)

Recorded interviews and workshops gathering data on work characteristics as part of a larger Digital Workplace Strategy. Grouped findings into clear all-encompassing personas including qualitative and quantitative data. Designed and tested a kiosk rapid prototype which alleviates congestion across building sign-in processes. Controlled visual format across the five different work streams on going.

Euro Control (Mar-Nov 2017)

Design, build and engagement lead of a flight tracking app proof of concept. This Included working in an agile work style producing and facilitating weekly demos and hosting daily stand-ups with the team / client. This was a truly global team effort with Atos team members from Netherlands, Poland, UK and Turkey. Final deliverable was well received and contributed to a second phase of development.

MBDA (Mar-Jul 2017)

Wire framing, design and prototyping for three separate mobile applications for new joiners. Designed and delivered 3 live mobile applications, managing offshore development team for the build. Managed client engagement including financials and resourcing over the rapid three-month project.

Anglian Water (2016 – 2017)

Converted rudimentary wireframes into modern and clean interface in Sketch and also created working prototypes in Invision. We completed 18 user journeys in five weeks maintaining client visibility using modern collaboration tools and techniques. Co-Facilitated user testing sessions with eye tracking hardware in Atos mobile user testing facility. This lead to moving the brand forward in-line with industry leaders like OVO.

Make it Clear, makeitclear.co.uk - Senior UI Designer (Feb'16 - May'16 FTC)

- Providing walkthrough demonstrations to clients communicating interactions for the digital products I created.

- Providing clients with dynamic responsive solutions utilising cutting edge techniques and principles from wireframes to prototypes.
- Managing the design schedule to meet internal and external road maps.
- Providing meticulous specification documentation to development teams ensuring an accurate build.
- Successfully migrated digital team onto a new platform (Sketch) for designing massively increasing productivity.
- Mentored small team into new software pushing skills of the team forward in efficiency and technical skill base.
- Successfully implemented new solutions for two key clients : Cambridge University Press and The Scout Association.

Betway, - UI Designer (Sept' 12 – Feb' 16)

- Swiftly designing feature requests.
- Provided creative and technical advice to junior / senior team members.
- Responsible for maintaining excellent attention to detail in regards to type setting, branding and use of images in all visual communications produced in the department.
- Working successfully in high pressure environment alongside marketing and other support departments to complete projects with tight deadlines.
- Provided updates and advice to directors on projects in managements absence.
- Regularly sharing knowledge opinions and good ideas in company meetings.
- Usability testing experience.
- Identifying usability issues and providing web based solutions.
- Created aesthetic user journeys, wire frames and rapid prototypes to communicate new ideas to key stake holders.
- Redesigned and built the company recruitment site. Which involved managing photography, ensuring CMS integration resulting in a bug free responsive site.
- Overcame the challenges of designing and building websites, templates and themes in Sitefinity.

WinkBall, Designer (Feb' 11 – Aug' 12)

- Steered brand identity under the direction of a Creative Director.
- Managed copywriters and developers through design processes.
- Wire framed UX designs for websites and apps.
- Storyboarded and Art Directed stings and mini adverts for VideoPlaces.
- Incorporated cool JS plugins and with mobile optimised versions transitions into my Photoshop work.
- Art-worked digital and physical products for clients such as Adobe, O2, Ribena and Visa.
- Designed mobile iOS apps adhering to Apple guidelines.
- Created a wide variety of printed materials with swift typesetting skills and informed layout ability.
- Organised meetings with key technical staff to develop slick UX designs.

Gibson Blanc Design, Designer (June 09 – Feb' 11)

- Provided new brands and existing companies with entire packages from logos and stationary to designing and building the websites and creating email shots.
- Designed and built dynamic websites.
- Designed client pitches using Photoshop, Illustrator and InDesign that brought in new business.
- Effective design solutions delivered according to brief, on time and within budget.

The WeLove Group, Account Administrator ('08 – '09)

- Designed promotional material and vehicle livery using Photoshop and Illustrator.

- Recognised a marketing opportunity, and delivered a Google AdWords solution across a number of businesses in the Group.

Aldridge Press - Freelance Designer ('02 – '04)

- Designed corporate identities including logos in Photoshop and Illustrator for clients, eg the Medical Schools Council, UK.
- Desktop Publishing (DTP) work on educational textbooks in InDesign.
- Designed and built a database solution for a recognised International Writers' Prize.

Max Ellis - Graphic Designer Work Experience (Spring 08)

- Created artwork that featured in national papers, The Observer and The Independent.

Jessops Ltd - Sales Assistant ('03 - '04)

- Learned how to sell successfully, often expensive items, winning best sales person of the month.

Student Internships

Saatchi & Saatchi ('02)

- General office duties with exposure to Advertising Client Management.

Empire Design ('00)

- Runner plus experience with Lead Designers in Flash animation.

Qualifications and Training

BA (Hons) 2:1 – Graphic Design (The Arts University College at Bournemouth)

- Structuring creative abilities to produce user-centric design.
- Enhanced conceptual, presentation and teamwork skills.
- Technical skills developed in print, web and animation.

Arts Foundation Diploma in Visual Communication (The Arts University College at Bournemouth)

A-Levels - Photography, Product Design (Chiswick Community School)

10 GCSEs including Mathematics, English, French and Art (Chiswick Community School)

Additional Information

Interests include cycling, film, photography, motorsport, Trappist Monks and DIY

References

Mr Russell Johnson: UX Specialist, 07909 631678

Buzza: Creative Director, Love for Rent LTD, 07802 440792 buzza@loveforrent.com