



**Portfolio:** [www.neilcrosbournes.com](http://www.neilcrosbournes.com)

**Email:** [neilcrosbournes@hotmail.com](mailto:neilcrosbournes@hotmail.com) | **Telephone:** 0773 998 5278

## SKILLS

- Graphic design
- UX/UI design
- User research
- Content development
- Testing methodologies
- Project management
- Branding and identity
- Digital media
- Client liaison
- Problem solving
- Personal development
- Achieving strict deadlines
- Adaptable to change
- Attention to detail

## TOOLS & TECHNOLOGIES

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe After Effects
- Adobe InDesign
- Adobe XD
- Sketch
- Invision

## PROFILE

Committed and enthusiastic Graphic Designer and UX/UI Designer with a background in performing research to gain insights into customer requirements; validate ideas and existing designs through user testing and interviews, whilst producing customer journeys and site maps. Create wireframes and user flows to visualise UX/UI solutions. Recognised by others for exhibiting robust adaptability, critical thinking and analytical skills, firmly believing in having a growth mindset and striving for constant self-development.

## CAREER EXPERIENCE

2015 - 2022

**Lead Artist/UX/UI Designer** - TheHouseShop

- Employ strong creative skills whilst working closely with the team to create and deliver innovative ideas for customer UX and layout design
- Drive customer experience and increase traffic through content creation and layout design of landing pages, banners, magazine adverts and all of the content for the website
- Conduct analysis to gain competitor insights with the of redesigning the style guide to update the overall identity and brand of the website to establish an exclusive website aimed at buyers, sellers, landlords, agents, and tenants

Nov 2014 - Feb 2015

**Career break for professional study**

- Undertook a period of leave to support career change to Graphic Design and User Experience. Completed a UX/UI course with General Assembly. Modules included UX Foundations, UI Foundations, Design Iteration & Development working with a Product Team, UX in the Real World and UX Career Planning

2005 - 2014

**Lead Character Artist** - PKR

- Key member of the team tasked with designing and implementing the avatar system, such as the art and animation pipeline, and the directory structure, undertook troubleshooting to identify any issues, translated findings to resolve technical barriers
- Demonstrated robust insights into customer briefs to create detailed characters and clothing for the avatar system

2001 - 2005

**Lead Character Artist** - Argonaut Games

- Worked on numerous projects, including I-Ninja (Namco), Harry Potter and the Photosphere's Stone, Harry Potter and the Chamber of Secrets (EA) as well as Research and Development projects, such as The Muppets and Chicken Little