

Xavier Evans-Jones

Portfolio: xavierej.com

London

Mobile: +44 (0) 7454 095759

Linkedin: [linkedin.com/in/xavierej](https://www.linkedin.com/in/xavierej)

Email: xavier@blueigloo.com

PROFILE

A Digital Designer with two years of experience and a User Experience Design Graduate. During his time at University, he developed a strong foundation of design skills, theory, and practical design briefs. Likes tackling challenging briefs to deliver creative solutions whilst alternatively exploring new software and emerging tech to improve user experiences. Whilst currently working for two years as a Digital Designer contractually and freelancing, developing working experience and knowledge of Digital Marketing, CRO and Branding. Looking for a junior to mid-level role in a company that allows him to collaborate with a team and utilise and develop further his multidisciplinary skillset to produce user-centric and well-researched designs and products.

SKILLS

- Product Design (Low to High Fi Prototyping)
- User Research (Usability Testing)
- Basic HTML, CSS, JavaScript, JQuery Knowledge.
- Branding (Design Systems, Digital Marketing)
- Familiar working in Agile and Scrum.
- Design Ideation (Workshops, Design Theory, Presentation Skills)
- Critical Thinking and analysis.
- Psychology of Design
- Working with CMS (HubSpot) and Jira

WORK EXPERIENCE

Digital Designer

- Created and set up a variety of digital content and material to promote the brand.
- Established and defined the brand style guide to streamline the workflow of content.
- Managed and collaborated to create new and unique content for social media platforms.
- Improved and updated pages on the website to increase user traffic by 36%.
- Coached and advised new members when scaling the design team.

CrossFit Putney

6/21 – 12/21

Freelance Designer

- Photographed and edited content for fitness clients and brands to use for promotion.
- Filmed, edited and produced videos to use in reels on social media platforms.
- Colour-graded photography and film.

Personal Work

11/21 - Current

Voluntary Website Designer

- Recreated and updated the charity website to further promote the charity.
- Organised and managed meetings with the client to meet requirements and needs.
- Created hand-off documentation on how to manage and navigate the new website.

YACNCA

10/18 - 11/18

HIGHLIGHTED PROJECTS

Virtual Reality Minigame MVP

- Working in Collaboration with a friend to create proof-of-concept experimentation.
- Communicating and working together using GitHub to work in coordination.
- Learning and experimenting with new software and tools (Unreal Engine, Git, Blender).
- Planning and creating UX and UI for Augmented Reality.

Personal Project

10/22 - Current

Graduation Project

- Created a speculative onboarding/platform to detect 'DeepFakes' Imagery. Workshopped and ideated using design sprint techniques to define the project.
- Used paper and low-fidelity prototypes to create an MVP of the experience and user flow.
- Produced a high-fidelity prototype for public use in an exhibition setting.

University of the Arts London

2/19 - 5/19

UAL Connect

- Collaborated with a multidisciplinary team to produce a Kickstarter pitch.
- Lead the UX/UI development of the navigation app to produce the high-fidelity prototype.
- Managed and set up social media channels to promote the brand.

'Modual' Short Course

7/19 - 7/19

EDUCATION

BA (Hons) User Experience Design (Full Time) - 2018/19

University of the Arts London

- Developed practical knowledge of UX Design principles and theory. 916 – 7/19
- Communication and skills through design briefs and critically analysing and giving feedback through class seminars and presentations.
- Developed knowledge on how to build interfaces using industry tools with prototyping techniques and common design practices.
- User research through workshopping and storyboarding to develop and ideate prototypes from low-fidelity throughout to the creation of high-fidelity interactable designs.
- Studied web development tools and libraries to learn how to manipulate data with code and other forms of physical interaction.
- Explored subjects like physical computing, data visualization, digital currencies and research-based topics.

A-Level in Three-Dimension Design & Applied Art and Design (Double Award)

Esher College

- AS in and A Levels Completed. 9/2014 - 6/2016
- AS Level Media Studies – Basic editing and film techniques and theory.

GCSE Level

Teddington School

- 11 GCSE Completed Including Maths and English. 9/2009 - 6/2014

TRAINING

Bunnyfoot UX Training

Bunnyfoot

- Training

1/22 – 3/23

Get Into UX – WYK Digital

WYK Digital

- Course and Certificate

11/22 – 3/23

Civil Service SWAP Course

Richmond Upon Thames College

- Course and Certificate

10/22 – 10/22

Voluntary Civil Service Internship

Department for Work and Pension

- Training and Certificate

9/22 – 10/22

User Experience Design

Interaction Design Foundation

- Course and Certificate

4/21 – 6/21

Future Start-up Now

A New Direction

- Course and Certificate

11/19 – 1/20

REFERENCES

Work Reference:

Pablo Byrne - Head of Media, CrossFit Putney

Academic Reference:

Gareth Foote - Senior Lecturer, BA (Hons) User Experience Design

Can be provided upon request.

Portfolio: xavierej.com

Mobile: +44 (0) 7454 095759

Linkedin: [linkedin.com/in/xavierej](https://www.linkedin.com/in/xavierej)

Email: xavier@blueigloo.com