



Scott Robinson

Professional Summary

I am a UX designer based in Dublin. I have experience crafting new and exciting digital experiences for both apps and web. I have a keen interest in prototyping and wireframing and bring a user-centred mindset to any project I'm involved in.

In 2014, I graduated with an honours degree in Digital Interaction Design from the University of Dundee. My study had a strong focus on user-centred design and in the relationship between people, design and technology.

I have experience prototyping both apps and other digital products from start to finish and I am highly skilled in the Adobe Creative Suite.

I use wireframing techniques to help communicate and refine creative concepts using pen & paper, Illustrator, After Effects and Photoshop. I have some knowledge of HTML, CSS and understand how they're used within the UX work flow.

As a young designer, I bring fresh ideas and new perspectives to any project I work on. I actively seek to improve my skills and learn from new situations and the expertise of the people and teams I work within. I'm enthusiastic about design and strive to immerse myself in a project from concept through to completion to create the best result possible.

Scott Robinson

UI & Interaction Designer

Contact

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Portfolio:

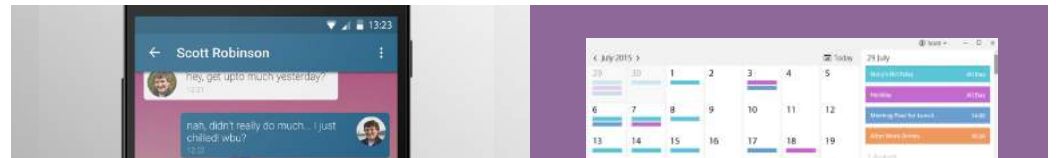
scottrobinson.co.uk

Experience

Freelance UX Designer | Dublin

September 2016 - Present

Currently I am working as a Freelance UX Designer on a number of ongoing projects. I am extremely driven and enjoy new challenges and experiences. Working as a freelance designer has given me the freedom to explore new projects and create some exciting new work in a variety of areas.



Education

BSc. (Hons)

Digital Interaction Design
University of Dundee
June 2014

Skills

Methods

- User-centred design
- Interaction Design
- Wireframing
- Interaction Architecture
- User Testing
- User Research
- UI Design
- Graphic & Print Design
- Photography & Composition

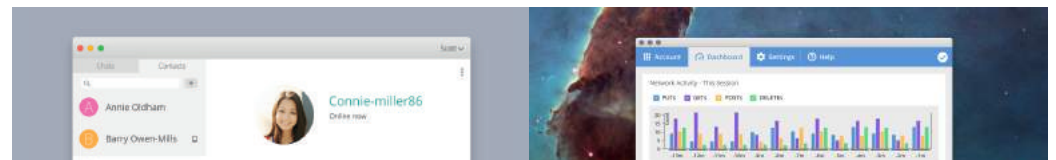
Tools

- Adobe Creative Suite
- Illustrator
- Photoshop
- After Effects
- Adobe XD
- Sketch
- InVision
- Sketching (Pen & Paper)

UI Designer at MaidSafe | Dublin

August 2016 - Present

In August 2016, I began working remotely from Dublin as a UI Design Contractor for MaidSafe, continuing my previous roles and responsibilities.



UI Designer at MaidSafe | Troon, Scotland

February 2015 - August 2016

At MaidSafe we are pioneering a project to create a totally decentralised and secure computing network which aims to be an alternative and replacement for current online infrastructure.

I work closely with our frontend developers as part of a small collaborative team creating apps and web experiences. Here, I used a wide variety of tools and techniques to create wireframes and prototypes including: pen and paper, Illustrator, After Effects, InVision and Photoshop.



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Further Experience

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Freelance Graphic & Web Designer

June 2012 - September 2013

While studying for my degree, I worked part time for over a year as a freelance designer mainly creating graphics for print such as posters and leaflets. My main clients during this time were a professional's golf shop at a nearby championship golf course. For these clients I created a large body of work from posters to a full yardage book for them to sell. The time spent doing this work enabled me to hone my creative skills using the Adobe Creative Suite and gave me experience creating for industry by working within tight time constraints.

Additional Projects

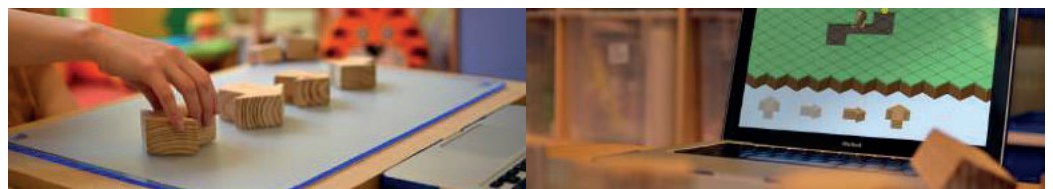
Code Blocks - Degree Project

Digital Interaction Design - University of Dundee

The aim of the project was to introduce the core concepts of programming to young primary school children. By using a physical language of blocks the child could interact with a character on screen, solving logic puzzles and using their creativity to complete the challenges.

This project was created over the course of a full year of University. It stemmed from research in the first semester, into what was needed to bring programming to primary schools. My aim was to create a product that was not only accessible for children, but also their teachers.

Code Blocks was created by using image recognition from a camera placed inside a lightbox. This camera was connected to a computer which would detect the orientation of the blocks and direct the character to move through each command in sequence.



Yardage Book Design

Freelance Graphic Design

The brief of this project was to design and create a yardage book for golfers which was to be sold to visiting players.

To create this book I needed to measure and calculate the distances between points on the golf course along with notes and sketches on each hole's shape and slopes to create an accurate representation of the course. I also had the task of finding and placing some local history and facts about the course and area into the design.

Finally, I was required to source print suppliers and agree on conditions for printing and binding the project.

