

Graham Bell

Senior UX Designer, specialising in UI.

Impactful, intuitive design that enhances, encourages and simplifies user interaction to help solve real world problems and help businesses succeed.

I design and build high quality User Interfaces for software applications. I approach all projects with the same goal; to provide best-in-class, highly efficient UX solutions for the increasingly diverse needs of the end user. Every single component that makes up the UI must serve a functional purpose. The underlying aesthetic must be uncomplicated, captivating and clear. In an ever-changing digital world I excel at creating engaging, practical interface designs that are accessible to all. I have a team-player attitude that encourages shared responsibilities and collective efforts and have genuine intellectual curiosity, I'm continually asking "*how can we improve?*".

Experience

Eviden \ UX Designer \ 10/23 - present

Eviden are a next-gen technology leader. I work in a Scrum team developing applications for the UK Government. Using the Government Design System and their outlined Principles I construct wire-frames and rapid prototypes that are then handed over to a team of developers. Using tools like Mural and Figma I produce user flow diagrams that help map out user journeys through various Government applications. Experienced in seamlessly transitioning work to engineers while ensuring top design quality at launch.

Panivox \ Lead UX Designer \ 08/22 - 09/23

I worked alongside a talented team of designers and engineers to build a world-class immersive storytelling app. My role was to review the existing UX then conceptualise, design and develop an improved iteration. My responsibilities included creating and maintaining a design system and creating standards, components and patterns that encouraged a culture of reusable and systematic design.

FunFair Technology \ UX/UI Designer \ 06/21 - 08/22

Working in collaboration with the Creative Director, and Front End Developers, I illustrated design ideas using storyboards, process flows, wire-frames & prototypes. I converted that UX research into graphic user interface elements and visual designs for mobile and desktop interactive games, NFT marketplaces and web 3.0 applications.

WPM Education \ UX/UI Designer \ 09/19 - 05/21

My role at WPM Software was to create, integrate, deploy and maintain a new Design Language, Design System and Pattern Library to ensure quality and consistency across all WPM products. The entire suite of WPM software applications was in need of modernisation both aesthetically and structurally. I was tasked with developing and styling a custom, mobile-first optimised UI framework to provide productivity and connectivity empowerment to both our able-bodied and disabled using inclusive design methodologies. I achieved this by anticipating the needs of our users through research, testing, and highly focused UX practices including information architecture development, wire framing and rapid prototyping.

Location

Brighton, East Sussex, UK

Online

<https://gbell.online/>

Email

gbell@gmx.com

Mobile

07702271289

OPEN TO WORK!

If you're in need of a creative professional who is diligent and dependable, then please get in touch. I can help turn your vision into a beautifully crafted digital product.

I'm looking for employers that will encourage innovative UX and visual design that galvanises the team and excites your customers.

Software, Tools and Skills

- User Research
- Sketching
- User Flows
- Wire-framing
- Prototyping
- Visual Design
- HTML 5
- CSS 3
- Design Systems
- UI Frameworks
- Accessibility WCAG 2.1
- GDS
- Sketch
- Figma
- Mural
- Adobe Creative Cloud
- JIRA
- Team Player

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Experience Cont.

IQVIA \ Lead UI Designer \ 03/16 - 08/19

Extensive experience in designing and shipping software products. IQVIA deliver integrated information and technology solutions that drive healthcare forward. I was heavily involved in the entire UX and UI process, delivering design and UI solutions from concept generation through to delivery. Working with Data Scientists and Software Engineers I worked in a Scrum team in an Agile environment creating cutting edge SAAS Applications.

Chroma Sports \ UX/UI Designer \ 01/14 - 01/16

Chroma create digital sports products for companies such as SKY Sports and Channel 4. Employed by Chroma to bridge the gap between design and development and to create intuitive user interfaces for their websites and applications. Involved at every stage of the planning, design and build process I ensured the design and development teams communicated effectively to produce top quality work at every stage of the project.

Rittman Mead \ Creative Specialist \ 03/12 - 10/14

Rittman Mead are a leading global software consultancy firm with offices and consultants around the world. I worked as the in-house design department and brand guardian. It was my responsibility for ensuring consistency across all marketing material both digital and print. That included a hand-coded bespoke website, corporate brochures and a basic design language and UI framework.

CWT \ Senior Digital Designer \ 04/10 - 03/12

CWT are a web design and technology agency specialising in the travel sector. As part of the design team at CWT I was responsible for the visual design and front-end markup of a variety of websites and applications. All code had to be mobile optimised, fully responsive and accessible.

StudyGroup \ Senior Digital Designer \ 05/07 - 03/10

Study Group employ around 2000 people in offices across the globe, I headed the digital design team in the creative services department here in Brighton. I worked closely with the 8 print designers and 10-strong team of web developers to create online material for Study Groups vast portfolio of brands. I was responsible for managing digital design workflows and prioritising projects as well as designing and front-end coding landing pages, micro-sites and full, CMS driven e-commerce sites. I was involved with large projects from the start and every step of the way right through the UI process including testing and launch.

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Experience Prior to 05/2007

Senior Digital Design
Cactus Language
2005-2007

Freelance Digital Designer
2003-2005

Digital/Graphic Designer
Epic
2002-2003

Digital Designer
Kabel New Media
2000-2002

Graphic Designer
Logica (Dublin)
1998-2000

Education

Varndean College, A-Levels
Media Studies B
Design A
Technology B

Longhill Sec. School. GCSE's
English B
Science B
Maths B
Design A
Physical Education A
Art A
Geography B