

# James Phillips,

Experience Designer

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## ABOUT ME

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I'm a multitalented designer based in Newcastle, UK. I love creating digital experiences, working with new exciting technologies, and creating the best experience for the end-user. I have an extremely broad skill-set, that has been built through my own curiosity and wanting to learn.

I enjoy being introduced to new scenarios and potential challenges, it causes me to take new approaches and develop innovative solutions to problems. I love collaborative work and find it integral to creating effective working environment.

## CAREER HIGHLIGHTS

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I led the redesign of a global hospitality brand valued at over \$6 billion. With over a million customers of their mobile rewards app.

My University Experiential Design project SYNC VR was presented at Sheffield Digital Festival by keynote speaker, Steve Gibson.

Although I was not there a long time, working on a AAA VR game that is now released to the public is something I'm really proud of and something a boyhood me would find incredibly cool.

## SKILLS

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UX Design	Animation	UX Writing
UX Research	Creative coding	Interaction design
Wireframing	User testing	Prototyping

## SOFTWARE

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Figma	G-Suite	Sketch
Adobe CC	Jira	Abstract
After Effects	Cinema 4D	Miro

## EDUCATION

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1st

**Interaction Design (BA) Hons**

Northumbria University

## EVENTS

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I've attended a number of events to help further my education within design and collaborate with people outside of my colleagues. I've worked within teams at hackathons for Atom bank and Facebook. I've then been able use this knowledge to host virtual conferences within my current role at Moody's.

## EXPERIENCE

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06/23 - Present

### Asst Dir-Experience Designer - **Moody's Analytics**

I work on green field projects within MA. Developing new exciting products to support financial organisations and compliant businesses.

- Led design for a shell company risk product.
- Supported the development of comprehensive design systems.
- Introduced design processes to support efficient workflows.

12/21 - 05/23

### Product Designer - **Bottlepay**

I worked within the app team of a rapidly growing financial services and bitcoin app. It was a very collaborative team with a big focus on UX and creating the best experience possible.

- Developed a range of features for our consumer mobile app.
- Supported sales teams with PoCs and prototypes.
- Created animated content to support marketing.

12/21 - 05/23

### Product Designer - **NYDIG**

I collaborated with the Platform Solutions team to develop a variety of solutions that enabled large-scale financial institutions in the United States to seamlessly integrate Bitcoin services into their operations.

- Created an integration site to support API integrations.
- Designed backend management platforms.
- Created material for sales pitches and presentations.

05/21 - 12/21

### Junior UI Artist - **Ubisoft**

I worked on NexusVR. I was based within the HUD team designing assets that the player will see in game.

08/20 - 05/21

### Associate Digital Designer - **Komodo Digital**

I was a designer within an agile agency, developing digital products for many different businesses and industries.

06/19 - 07/20

### UX Design Placement - **HiveHR**

Developed multiple new features for an employee engagement app with over 200,000 users.

\*References available upon request.