

PAUL JONES

UI / UX Designer & Developer

CONTACT

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PORTFOLIO:
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LOCATION:
UK (MIDLANDS / NORTHWEST)
MANCHESTER: 1 HOUR
LONDON: 2 HOURS
BIRMINGHAM 1 HOUR

SKILLS / KNOWLEDGE

- INTERFACE DESIGN
- CREATIVE DESIGN
- USER EXPERIENCE DESIGN
- WIREFRAMES
- PROTOTYPING
- USER TESTING
- CSS/LESS
- HTML
- JAVASCRIPT
- AGILE DEVELOPMENT
- USER TESTING
- INFORMATION ARCHITECTURE
- PHP
- JSON
- MYSQL

SOFTWARE / TOOLS

- FIGMA
- ADOBE XD
- PHOTOSHOP
- ILLUSTRATOR
- AFTER EFFECTS
- ADOBE ANIMATE
- APP DEVELOPMENT
- AEM
- NATIVE UI
- JIRA
- GIT
- OBS STUDIO
- ADOBE ANALYTICS

UX RESEARCH - inGauge

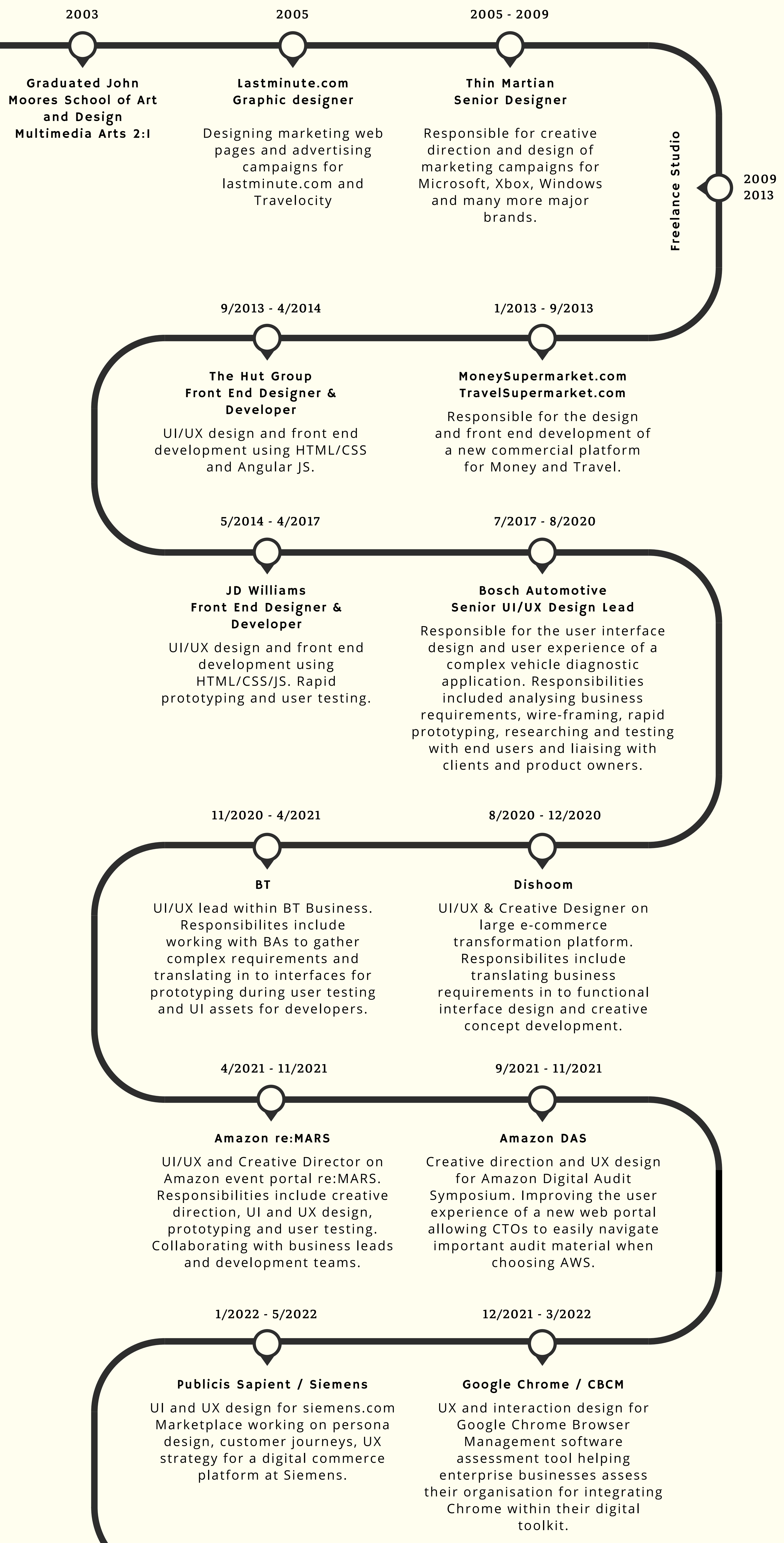
inGauge is an mobile slide-o-meter application I developed that allows users to react to testing material (prototypes, slides, video) to help understand where improvements to a user journey can be made.



Visit www.in-gauge.com

Hello!

" I'm a passionate UI/UX designer and developer with over 15 years industry experience. I enjoy working in agile environments taking complex requirements from product owners and translating them to UI/UX assets development teams can use when writing code. During my time in the industry I have experience working in large teams and like solving problems in groups. I enjoy the support of fellow team members and gaining inspiration by sharing ideas and concepts. I am also very productive working alone and have the initiative to solve problems by myself. As UI/UX has become an important resource in an agile team I have been able to contribute more to projects by conducting user research, designing user diagrams and wireframes, developing prototypes and design assets. "



Recent Work

Chrome Browser Cloud Management:

I was fortunate to lead the UX and UI design for the Chrome Browser Cloud Management tool as part of a wider editorial, strategy and development team at Article Group and HUGE in the US.

CBCM is a questionnaire that helps businesses understand the benefits of using Chrome browser management in mid-size and large organisations.

This was a challenge for our team as the user journey had to be swift and intuitive while asking complicated questions. Mapping the answers to the results page in a seamless way was crucial to the success of this project.

Amazon RE:MARS:

Amazon re:MARS is an editorial portal designed to promote and support Amazon events that cover the 4 MARS topics. These are Machine Learning, Automation, Robotics and Space.

Due to COVID Amazon wanted to move many events online and run a series of interactive video experiences. I was lucky enough to assist in the creative direction of the brand and design of the UI and UX.

This process involved taking business requirements to develop wireframes and user journeys followed by high fidelity designs and user testing of Figma prototypes.

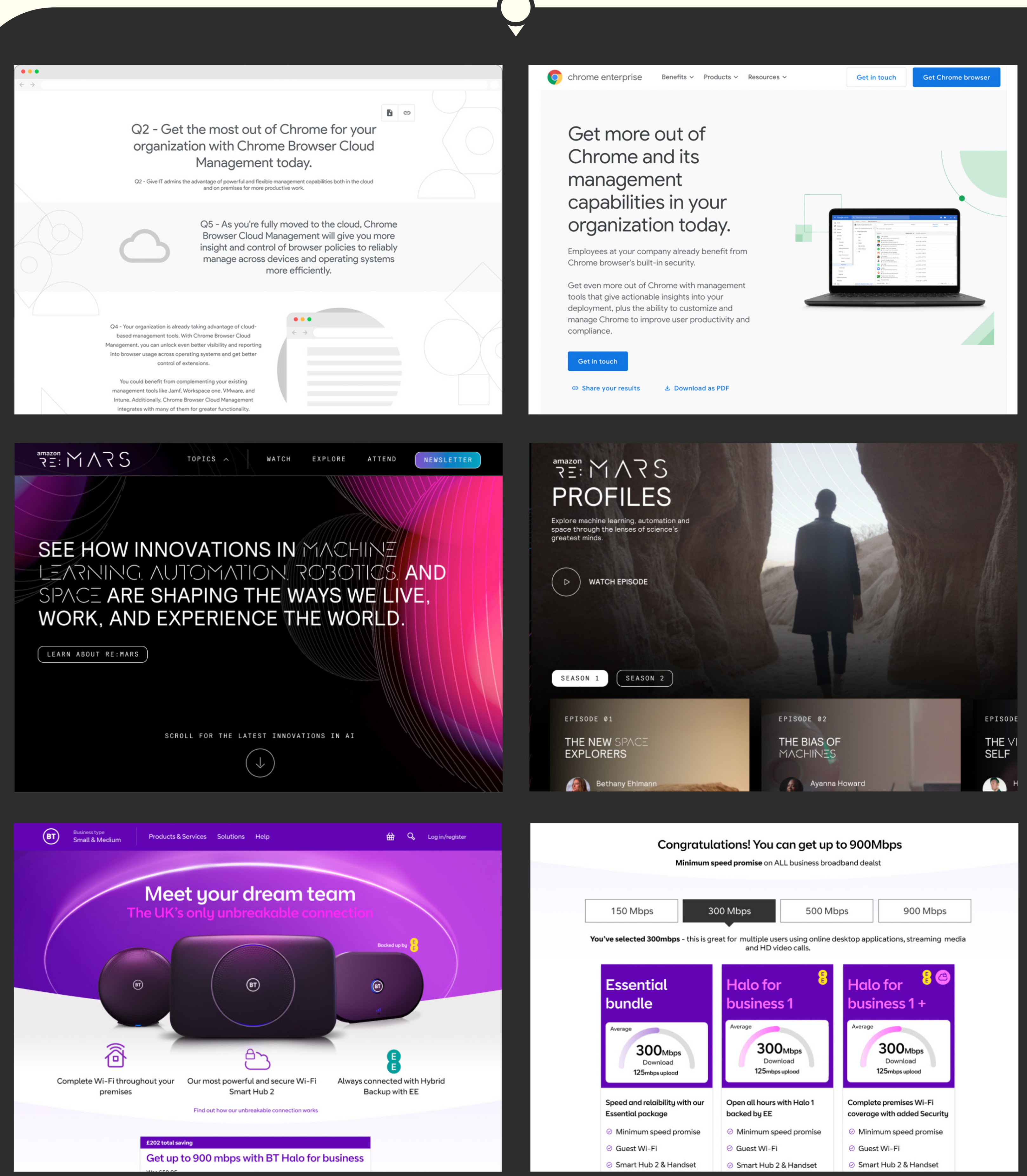
I then helped handoff individual UI assets to development teams who built the components in AEM.

BT:

BT is by far the largest organisation I have worked with. I was involved in the B2B division whilst they rolled out their flagship product BT HALO for business.

Having millions of visitors every month meant we had lots of analytics to help make design decisions and perform user testing to make sure conversions hit a specific target.

This project was a great mix of analytical UX, user testing and applying new design to an existing framework.



Visit www.blinkblink.co.uk for more examples of previous work.