

Liam Morgan

UX and Web Developer

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I am a UX designer and web developer, with 3 years experience working on a variety of projects covering email marketing, digital marketing, and e-commerce solutions.

I started out working in front-end development, though my early involvement in the design phase lead to an interest in UX design. This provided me with opportunities to develop user journeys and full wireframes for a variety of projects.

EMPLOYMENT

Elvis Communications, July 2013 - February 2017

I was part of a tech team developing responsive web projects during the early period of the responsive web. My role also included supporting CMS systems for clients, and evolving email marketing campaigns to support the ever-growing mobile eco system.

I have been the UX lead for a shipped project, working on a streamlined user journey and full website wireframes to be used by the design team. I fed back critical analysis with the design and development teams to ensure the UX did not suffer.

Apple Retail, September 2011 - December 2013

I worked on the shop floor at Apple's flagship store in Regent Street. Early responsibilities included helping customers to find the right product based on their specific needs and assisting with technical support to alleviate strain on the in-store Genius Bar.

This role expanded to include Back of House support, assisting with the overnight set up of window displays for product launches and inventory management throughout the day.

getignited, October 2010 - Present

Freelance and personal development work has been conducted under my 'getignited' moniker. My biggest development has been a web app used for tracking progress in seasonal events for mobile game 'Avengers Academy', which was distributed across the game's Reddit Community and quickly became a top resource.

EDUCATION

Bachelor of Arts (B.A.), London College of Communication (UAL), 2013

3 A Levels, The Bromfords School Sixth Form, 2010

- Media Studies
- English Literature
- Drama

SKILLS

Web Design and Development

- Experience working on streamlined user journeys to feed into the UX experience.
- Comfortable working on wireframe mockups which can be expanded out into final designs.
- Knowledge of HTML; CSS/SCSS/LESS; JSON; Javascript; jQuery.
- Strategic thinking from conception phases, including UX and design processes, through to build. This includes responsive design.
- Working experience with version control systems in GIT/SVN.

Software

- Proficient with Adobe Photoshop, Axure, Sketch, Sublime Text.
- Working knowledge of Adobe Illustrator, Premiere Pro.
- Some past experience with Adobe Flash, After Effects.

Professional

- Good management of workload and task priority.
- Can feedback solutions when discovering potential problems.
- Can work with multiple projects in deadline-driven environments.

Personal

- Sociable, friendly, and easy to get along with.
- Good communication skills, able to confidently interact, learn from, and teach fellow co-workers.
- Keen gamer.

REFERENCES

Available upon request.