



# ADAM HUXTABLE

UX/UI DESIGNER



## PROFILE

Hello, my name is Adam Huxtable and I am based in London. Over the past 10 years, I've been able to build up a wide variety of skills, and have had the pleasure to show my passion creating user-centered digital experiences for some of the world's biggest brands.



## CONTACT ME

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London and the South East



## SELECTED KEY SKILLS

Wireframing

Prototyping

Adobe Suite

HTML & CSS



## WORK EXPERIENCE

### Sony PlayStation - UX/UI Designer

January 2017 - Current

As a UX and UI designer at PlayStation, I work across multiple platforms, the main one being PlayStation.com. During the lifecycle of a new project, some of the tasks I undertake include; creating wireframes, building interactive prototypes and ensuring that they are tested. Where possible, all the deliverables I produce follow the User-Centered Design process. This allows me to create products that are focused around the users and meet all the requirements, that were gathered at the start of the project. Subsequently, I work alongside the development team to produce the final product. This enables me to make any amendments that are required and ensure the user gets a rich experience. As part of the final delivery, I create a set of user specifications. They specify the intended use for the product for both users and content creators.

### AHux Digital - Freelance Digital Designer

January 2015 - January 2017

During my time as a Freelance Digital Designer I was able to work for a variety of large organisations. My work consisted of helping them to both create new digital experiences and enhance their existing ones. My duties mainly included delivering large application/systems used by people across the globe. Notable clients I worked with included EY, the Sun, CNBC and many more.

### Dods - Digital Designer

August 2013 - January 2015

At Dods I was part of a small design team where my duties were split between design and development. On the larger projects, I contributed by wireframing, creating drafts and designing full mockups.

My responsibilities also included creating icons for web applications, producing animated web banners, designing and coding HTML emails, subsequently making sure that they are browser/client compatible and that they pass specific accessibility standards.

### Splash- Front End Developer

January 2011 - April 2013

Whilst working as part of a small digital team, I would ensure websites for larger projects were built on a CMS (WordPress or Drupal) to allow the client to keep their site up-to date with ease.

As well as this I had a variety of responsibilities including; building microsites, landing pages and ensuring both were fully browser compatible.



## EDUCATION

### University of Greenwich - BSc Web Technologies

2007 - 2010

I developed my skills in computing, digital technologies and programming as well as visual design, video production, animation, creative thinking, interface design and product development.



## TRAINING

### Certified Professional for Usability and User Experience

Certified Professional for Usability and User Experience – Foundation Level (CPUX-F) is an international standard for qualification of individuals who are professionally involved in developing and ensuring the usability or user experience of products.

### Creating Superior Customer Experiences

This course helped teach me how to create an outstanding customer experience whatever type of site you run.