

I'm a user interface designer with over a decade of industry experience. I've worked on a wide spectrum of products ranging from responsive websites; mobile, tablet & TV apps as well as SaaS technology platforms. I'm excited about disruptive technology and how great design and products can create unique, engaging user experiences in our daily interaction with complex software systems. I always put the user first and am a huge fan of user research, rapid prototyping and user testing.



Work experience

Oct 2019 - Sept 2020 (11 months)

BT, London

Senior UX/UI Designer

Projects:

I worked on various projects to optimise the TV and BT Sport storefront sections of the BT.com site as well as the 3rd party payment flows for the BT Sport Box Office. I workshopped ideas for both lab and A/B user testing.

Reference: Steven Pryce, Design manager

Jan 2019 - Oct 2019 (10 months)

I took some time out travelling.

Jun 2018 - Dec 2018 (6 months)

Sky, London

Senior UX/UI Designer

Projects:

I worked on both Sky Q (next gen) and the Sky Plus set top box TV platforms. I wireframed, prototyped, user tested and delivered various projects. Projects ranged from a Football app, chatbot integration, billing to ecommerce.

Reference: Elliot Seller, Head of Interactive TV

April 2016 - March 2018 (2 years)

Channel 4, London

Senior UX/UI Designer

Projects:

I worked closely with the UX and product team on various All 4 design projects. Projects were aimed at ensuring All 4 delivers the best user experience possible, increasing video consumption and ad revenue by refining or extending the functionality of the award-winning All 4 website and native apps on mobile and TV. I also worked on a new Google Home voice app and a Film4 VOD pitch.

Reference: Andy Brockie, Head of UX

March 2016 - March 2016 (3 weeks)

EY Seren, London

Senior UI designer (freelance)

Project: I helped out briefly on a Fidelity service design project.

Reference: Anish Joshi, Head of Creative Design

December 2015 - February 2016 (2 months)

Market Gravity, London

Senior Product Designer

Project:

Working closely with the client, Aldermore (a challenger bank) in a small incubation and market research agency, I helped to define a new fintech product (mobile app) aimed at SMEs.

Reference: Andy Philippou, Operations Manager

November 2015 - December 2016 (2 weeks)

Albion, London

Freelance Senior UX/UI designer

Project:

A responsive web application for Compare The Market. Agile delivery.

Reference: Jon Bromley, Programme director

Skill summary

UX & UI design
Product design
Wireframing
Prototyping & User testing
User Journey Maps
Workshops
Native app design (iOS and Android)
Responsive web design
TV user interface design
Agile software development
Interaction design
Animation & video editing
Analysing analytics
Design systems
Branding
Drawing

Qualifications

2007

Introduction to Product Design

Short Course, Central Saint Martin, London

1996 - 2000

BA (Fine Arts) Information Design

University of Pretoria, South Africa.

Languages:

English (Native)
Spanish (Intermediate)
Afrikaans (Native)

Software knowledge

Design:

Figma
Principle
Miro
Sketch (+Zeplin)
Framer X
After Effects
Adobe CC (Photoshop & Illustrator)

Wireframing & Prototyping:

Figma
Sketch
Principle
Framer
Invision
Axure RP
Balsamiq Mockups
Sharpies, paper & post it notes

Coding:

Javascript/Coffeescript (intermediate)
HTML, CSS3, Github

CMS:

Wordpress

June 2015 - October 2015 (4 Months)

Sapient Nitro, London

Freelance Senior UX/UI designer

Projects:

1. a Fidelity investment portfolio management iPad app.
2. a RBS/NatWest retail/inbranch iPad app.

References: Wolfgang Mertz, Sapient Senior UX, Brian Cooper, RBS Head of UX

March 2015 - May 2015 (4 weeks)

5K, London

Freelance Senior UX/UI designer

Projects:

1. An international online banking product for a large UK bank, RBS.
2. A car dealership iPad app for a financial institution.

Reference: James Bracher, Design Director

June 2014 - February 2015 (8 months)

Albion, London

Senior Product Designer

Projects:

1. Lebara Talk: a messenger mobile app for iOS and Android. (A bit like Whatsapp)
2. Lebara Play: a video rental responsive website & native apps. (VOD) (iOS & Android)

Reference: Sam Andrews, Project lead.

March 2015 (1 Week)

Splendid Unlimited, London.

Freelance Senior UI designer

Project:

A responsive website re-design pitch for an upmarket property agency. (Douglas Gordon)

Reference: Gareth Ingram, Creative Director

June 2013 - April 2014 (8 months)

NPTV, London.

Senior UX/UI designer

Responsibilities includes:

UX & UI design for cross platform video-centric (VOD) connected TV applications (TV, Tablet & Mobile).

Reference: Bruce Collingwood, Head of UX.

March 2004 - April 2013 (9 years)

Piksel, London.

Product designer - Product Development

Responsibilities included:

UX design for video-centric, multi-device experiences (Phone, Tablet, PC/Mac, Xbox and Connected TV) I worked on both the customer experience and the admin tools. The product was used by various clients to create and manage VOD services.

Reference: Alfie Kirkpatrick, SVP Product Management, Piksel.

Feb 2003 - Feb 2004 (1 year)

Freelance design, London.

Jan 2002 - Feb 2003 (1 year)

72pt Interactive, South Africa.

Founded and ran a South African based interaction design agency.

April 2001 - Dec 2002 (1 year, 4 months)

Graphicor, Johannesburg, South Africa

Mid-level Interaction designer

Role:

Web design, Interface design, Interactive CD-ROMs design, Motion graphics, Minor copywriting. Conceptualizing creative work, Storyboarding, Concept presentations

Reference: Brenda Hofmeyer, Creative Director, Graphicor.

April 2000 - March 2001 (9 months)

Digera Marketing and Advertising , South Africa.

Junior Interaction designer

Responsibilities included:

Interactive CD-ROMs, web design, branding, print, 3D illustration & animation.

Reference: Magnus Rademeyer, Managing Director, Afrigis

Jaco Otto

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Interests

Professional:

User and customer research, UX design, Mobile apps, Responsive design, Prototyping, Animation, Interaction design, AI, Gadgets, Technology, Frammer, VR, Autonomous cars, Design systems, Space X.

Recreational:

Street art, Drawing, Photography, Hiking, Cycling, Art, Music/Gigs, Tennis, Travel, Food, Investing and trading stocks, Spanish