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|  | **ELLEN THOMAS** |
| **EDUCATION:****period:** 09.2010-09.2013**title:** Designer in Residence**course:** Design Residency **institution:** Northumbria University**period:** 09.2007-09.2010**title:** Bachelor of Art**course:** 3D Design**institution:** Northumbria University**Human computer Interaction** The interaction design foundation**Psychology of selling**The interaction design foundation**User Experience Design Fundamentals** Udemy**IBM Design Thinking Practitioner**  IBM**Google Developer Challenge** Android Basics**UX Design** Udemy**SKILLS:**Design Innovation Design Research Design Thinking User-centered DesignProduct designUX DesignUI Design**OTHER:**Zebra P&S ID council member London office philanthropy and volunteerism representative**PORTFOLIO**<https://www.ellenthomasdesign.co.uk/>**CONTACT:**ellenpatriciathomas@gmail.com07970601072 | **PROFESSIONAL EXPERIENCE:** **period:** 12.2019-present **title:** Senior User Experience Designer**employer:** Zebra Technologies **location:** London, UK **period:** 12.2019-2021 **title:** Mid Weight User Experience Designer**employer:** Zebra Technologies **location:** London, UK Mid Weight User Experience Designer, working as part of the Innovation & Design Group within Zebra Technologies, a global customer research and design team positioned within Zebra's Chief Technology Office. The ID group is made up of industrial designers, design researchers, human factors engineers and user experience designers, this team's focus is on delivering compelling physical and digital product design solutions and performance-focused user experiences for the enterprise market.The ID team, designers are challenged to envision new products that solve highly complex problems and have the ability to carry these solutions into high-volume production.**Responsibilities*** Support the Enterprise Mobile Computers division within Zebra technologies:
	+ Work alongside research gathering insights from customer and stakeholder interviews
	+ Working with internal and external stakeholders to identify requirements, craft a vision, produce and implement an execution plan.
	+ Designing and facilitating a weekly brainstorming session to get alignment throughout the development of designs. To build better understanding of customer challenges and provide insights to inform design decisions
	+ Deliver all necessary deliverables required to bring a project to life and into production.
	+ Support the Development Teams
* Prepare and facilitate Design Thinking workshops
* Direct manager to a Junior UX Designer
* Provide thought leadership in the areas of Interaction and User Experience Design for mobile and desktop applications.

**period:** 03.2018- 11.2019**title:** UX Designer **employer:** Zebra Technologies**location:** London, UK**Responsibilities*** Support the Enterprise Mobile Computers division within Zebra technologies:
	+ Support senior UX designer in identifying requirements
	+ Create necessary deliverables required to bring a project to life and into production.
	+ Support the Development Teams
* Mentoring
* Provide thought leadership in the areas of Interaction and User Experience Design for mobile and desktop applications.

**period:** 03.2015-03.2018 **title:** Designer **employer:** United Visual Artists**location:** London, UKProvide support to the design team across all projects, reporting to the Design Directors. responsibilities include: Utilising 2D and 3D computing skills (AutoCAD / Solidworks/ Rhino) to assist with the design process of artworks and installations. Problem solving during the making process and overview their delivery and allocation. Managing production of making by external contractors Research: specifically, into manufacturing methods, fabrication, external suppliers and contractors. User experience within the space. Making: for prototypes, mock-ups or final artworks using a variety of mediums. **Specific skills include*** High attention to detail
* Utilising 2D and 3D computing skills (AutoCAD / Solidworks/ Rhino )
* Proficiency in problem solving
* Overseeing fabrication and installation of artworks.
* Knowledge of materials including metals, timber, ceramics, glass and composites
* Knowledge of different manufacturing techniques
* Experience in liaising with fabricators of various different workshops
* Ability to source materials and/or equipment necessary to achieve the targeted task
* Experience with technology integration including LEDs
* Working alongside industrial designers to realise prototypes of high show quality

**Clients*** Nike
* Hermes
* Mini
* Google
* Barbican
* Selfridges

**period:** 03.2013- present **title:** Designer and founder**employer:** Adornment Archive**location:** UKDesigner and founder of a jewellery brand.Designing new collections Utilising 2D and 3D computing skills Managing production of making by external contractors Research: Style and trend forecasting & research. Manufacturing methods, fabrication, external suppliers and contractorsMaking: for prototypes using a variety of mediums. Content creation: Art direction |