

A designer named Adam

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WHO?

I've worked both in a freelance capacity and in house, being comfortable in both, however the most important things are not the where but the how, and why. I have excellent communication skills, an inherent love of design both online and offline, and an enthusiasm to help clients achieve their goals effectively and gracefully.

I look before I leap, and I love attention to detail. I can hold a pencil the right way up, sketch out an idea, plan a website, execute a web banner, and visualise a concept. I can animate on paper and on screen. Whatever I do, I always bear the client and the budget in mind.

I can lead a team and follow a brief, add icing to the cake or lay the foundations. Above all I have an obsessive attention to detail and quality, what is there not to like about me?

HOW?

Hands, pencil and paper
Illustrator
Photoshop
Flash
Dreamweaver
3D Studio Max
Maya
Sketchup

WHAT?

Website development
Banner design
Animation
UI / UX
HTML / CSS
Visualisation
Mobile / iPhone development
CGi

WHERE?

PHWT (2008 - present)
Role: Head of Digital Design
Clients: Bayer Crop Science, Berghaus, Calor Gas, Castrol, Continental, Fish Home Finders, Ford, Jaguar, Landrover, Masterlease, Mazda, Mercedes, Merial, Morgan Ashurst, Morgan Professional Services, Subaru, Taylor Wimpey, Virgin

QBW (2001 - 2008)
Role: Senior Digital Designer
Clients: Carterwood, Fremantle Media, Full Focus Photography, Greenius, Oxford Softworks, Sharkstooth Scuba, The Scuba Trust, Timuna Sea.

(1999-2001) Bitmap Brothers
Lead Artist and Animator

(1997-1999) Psygnosis
PC and Console Artist

(1996-1997) Codemasters
PC and Console Artist