

## Education

### University of Reading, BA Graphic Communication

*September 2016 – June 2019*

I graduated with a First Class Honours from one of the UK's leading design courses. During my time there, I:

- » wrote a dissertation on the role of typography on album covers in an age of digital media;
- » directed a student team responsible for conceiving and running the Department's official Instagram account, as well as promoting a series of weekly talks given by guest speakers, for which I was presented with an Examiners' Award;
- » was responsible for branding the degree show for the Art department, and helped organise my own year's show.

### The Minster School, Southwell

*September 2009 – June 2016*

ABC at A-Level in Graphic Products, Computing, and Maths respectively.

2 A\*s, 5 As, 1 B, 2 Cs at GCSE, including A\* in Maths and A in English Language.

## Experience

### Barbican Centre *January 2023 – present*

Graphic design for one of Europe's largest multi-arts venues, including large-scale marketing campaigns, complex print products, digital and motion graphics for online advertising, social media assets, editorial promotions, video editing and titles for trailers, and a variety of work for on-site destinations.

### Freelance *2013 – present*

Commissioning of graphic design and web development work for clients in the cultural, entertainment, fashion, and music industries, including clients such as *WIRED Magazine*, *ick.*, and the Korean Cultural Centre UK.

### Fraser Muggeridge studio *June 2022 – January 2023*

Wide-ranging design and artworking for an esteemed typographic design practice. Work included film titles and credits, graphic systems and identities, and books and publications, for clients such as Meta, Towner Eastbourne, Chisenhale Gallery, and more.

### E1 *July 2019 – May 2022*

For three years I led creative work for London electronic music venue E1, including:

- » design direction and artworking for all campaigns
- » UI/UX design and development for the venue's website
- » a refresh of the visual identity following the pandemic
- » video editing and motion graphics for social media content
- » assisting the marketing team with conceiving campaigns, checking copy, producing email newsletters, and more

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## Software & technologies

- » Adobe InDesign, Photoshop, Illustrator, After Effects, Premiere Pro, Acrobat, Bridge, Lightroom
- » Sketch, Figma, Canva
- » Processing, p5.js, DrawBot
- » HTML, CSS, Sass
- » JavaScript, jQuery, React, Next.js
- » Git, Node / npm, SSH
- » Eleventy, Jekyll, Gulp
- » Webflow, Squarespace
- » Ableton Live, Final Cut Pro

## Key skills

- » Ability to build interesting, complex, and efficient visual systems full of character and rooted in sound reasoning
- » Critical knowledge and advanced practical skill in typography, typographic detailing, and stylesheet systems
- » Human-focused design ethos and application methods, ensuring products are accessible and universally interesting to a diverse audience including those with particular requirements
- » Detail-focused artworking abilities, with diligence in preparing files for print and handovers
- » Efficient time management and strategic project organisation, including the maintenance of a complex workload
- » Excellent communication and presentation skills