hello!

Self-taught designer-developer specializing in simple and effortless experiences for both the devices we use today and the ones we'll use in the future. I'm super passionate about crafting high-quality products, working tirelessly to deliver designs that people will love. I strongly believe in open design, and encourage co-creation that can help deliver a better solution for our users.

Accessibility and inclusion sit at the center of my process — nobody should be left with a subpar experience. As someone who is neurodiverse and understands the struggles people can have using products, this is something I take extra personally.

Awarded 2018/19 Microsoft MVP (Most Valuable Professional) for Windows Design.

Experience

Design Intern Microsoft

Aug 2019 → Jul 2020   1 year, London

Worked across teams of designers and researchers on projects that fused together next-generation two screen devices with new software innovations — including the first Surface device powered by Android, Surface Duo; and the Windows 10X-powered Surface Neo.

Designed new dual-screen experiences for Microsoft SwiftKey keyboard on Surface Duo, reimagining how a keyboard can work across the two screens. Helped to lead a collaborative effort to build and maintain new, comprehensive keyboard design libraries, utilizing the latest features in Figma to improve the team's workflow.

Contributed to a cross-company design collective to build new monoline icons that align to Fluent Design principles. These icons are now shipping in Microsoft apps across all platforms, with a significant proportion of work going in to producing icons to be used in the Microsoft Edge web browser and Windows 11.

Explored and prototyped AI-powered experiences for Windows 10X, imagining new ways to get things done in less time. Collaborated with the Microsoft Edge design team to prototype similar AI insights in the browser, including contributing to a React-based new tab page extension that showed users recent links, meetings, and chats.

Freelance Designer Michael West Design

Nov 2016 → present (limited capacity)   about 4 years

Single-person design studio focused on crafting high quality visual, motion, industrial, and end-to-end product design. I primarily worked on self-driven concepts and small mockups with a focus on the Windows desktop operating system, but also on larger-scale projects with partners worldwide.

Education

Computer Science BSc Aberystwyth University

2017 → 2021   4 years

Final award degree classification: First Class Honours.

Developed a fundamental understanding of many popular development languages and environments, including Java, Kotlin, C, C++, and C#. Took additional classes to round out my understanding of computer graphics, game design, and human-computer interaction.

Served as project manager and design lead for a second-year group task focused on building a native Android application. Revisited Android in third-year, building a native vocabulary app that achieved a grade of 76%.

Brought together my skills in design, development, and project management to produce my final year major project — a web app called Lectern which focused on creating an online video platform with timestamped comments. One member of staff called this "probably one of the best projects" they had seen.

Skills

Industry Knowledge
Product Design
User Interface
User Experience
Interaction Design
Wireframing
Rapid Prototyping

Tools & Technologies
Figma, Sketch, Abstract, ProtoPie, Adobe Creative Suite, Cinema 4D (basic understanding)

Other Skills
HTML, CSS, Java, Kotlin, JavaScript/React/Node.js