

Rupert Burr
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portfolio: csla.com

Skills

After Effects
Agile Methodology
AngularJS
ASP
Axure
BOO
Celtx
CSS3
Dreamweaver
Excel
Git
G Suite
HTML5
Illustrator
InDesign
Invision
Javascript
Jira
jQuery
Photoshop
PHP
Premiere Pro
SaSS
Visual Studio
Word
Wordpress
XD by Adobe

Freelance Designer. CXLA Ltd.

March '99 – Present. Worldwide.

- I concept, create, code e-commerce/brochure websites for lifestyle and corporate businesses. I've the added arsenal of producing brand and print materials, graphic design, shoot photography, edit and animate video.
- Work with businesses to make from square one (or improve their existing) off/online visual appearance, usability, copywriting and communications.
- Consult with smaller companies and start-ups to define project plans, creative objectives and direction and help improve and clarify their business models.
- Clients in UK, China, USA, Nicaragua, Sierra Leone, France, UAE and South Africa

Senior Product Designer. Glance Technologies.

October '17 – June '18. Vancouver, Canada.

Publicly traded fintech, mobile payment and business platform using blockchain

- GlancePay app for streamlining payments: In this fast-paced startup environment worked on UX/UI native app Android/iOS redesign and flow improvements with feature upgrades (crypto. integration, pre-ordering, payment process). Set up and implement white label toolkit and asset creation. Supporting developers and communicating with stakeholders and product owners through production.
- Glance Merchant, app to allowing anyone to accept card/crypto payments: Working to a very short deadline; research and design for iOS app; dashboard, payments, onboarding and settings, with additional concept features for invoicing and wearables.
- Glance Coin, reward-based cryptocurrency: Advised and supported on white paper creation with proofing and architecture infographic creation and document design.
- Glance Tech, parent company: Investor relation graphic design. Rebranding for Glance and new brand design for our 5 business affiliates; helping them with brochure and ecommerce websites, corporate presentations creation and define business requirements and online strategy.

Founding Designer. Netwealth Investments.

September '15 – June '16 & January '17 – April '17. London, UK / Remote.

Fintech, personal discretionary wealth management web application.

- Product design, gather and define requirements and meld them into user stories and visual designs, within an agile methodology.
- Depending on deadlines: requirements are wireframe, high-fidelity designed or coded straight to application with an iterative approach. Latter proved a quicker builds (ideas to live within a week), allowing stakeholders to feel the web app before sign off.
- Graphic design, conceiving and creating the brand's look-and-feel (logo, colour palette, type etc.), plus production of print advertising artwork and design marketing materials.

Senior User Interface/Experience Designer. Best Buy Canada.

August '14 – July '15. Vancouver, Canada.

Consumer electronics corporation and most visited e-commerce website in Canada.

- Working in agile, to modernise UI of pre/post purchase journey, mock-up designs and conceptual code for enhancement projects across multi-platforms.
- Work closely with developers, supply direction and sign off on final product.
- Create the Best Buy Marketplace brand elements, iconography and usage guidelines.
- Improve UX for search results and product collections. Source requirements, wireframe design, conduct presentations and, write developer specifications.
- Help introduce bi-weekly UX/UI/Dev meetings to share work and inspiration, run a design jam/hack-a-thon and, plant seeds with PMs to move from waterfall to agile environment and, analytics led upgrades.

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Clients

Adam Smith Int'l
Anheuser-Busch InBev
Blink Modelling Agency
Brunswick Int'l Finance
Climate Group
Computacenter
Concern Int'l
Conqueror Paper
Contiki Travel
Decision Tree
EDF
Eat Natural
Esprit Clothing
Eurosport TV
Fenchurch Clothing
G4S Security
GOOP
Keith March Constructions
Living TV Group
London Music Academy
Magnific Rock Hotel
Natural History Museum
PartyGaming
Property Finder
Ride BMX Magazine
StudioCanal
Teddy Smith Clothing
Transfunction Print Studio
Venus Motor Company
Vodafone
Young Presidents' Org.

Senior Digital Designer. TUI Travel / Thomson Holidays.

January '14 – June '14. Luton, UK.

UK's largest leisure travel group, operating in 180 countries with 30 million customers.

- Thomson Airways: Sole UI designer and apart of the UX team of 3, working in agile to create the full e-commerce journey and information pages, across all platforms.
- Thomson Holidays: Visual designer and co-run a 3 day UX design jam. Create an alternative search filtering functionality. Design polished high-fidelities for mobile and desktop, consult and art direct developer team, quality-check production results.
- TUI Design Hub: Designer and developer for this CMS/portfolio platform for the design department to share visuals and guidelines with internal/external agencies.

Senior Graphic Designer / Frontend Developer. Tesco / F&F Clothing.

June '13 – September '13. Welwyn Garden City, UK.

Second-largest general merchandise retailer in the world and UK leader of groceries.

- Create unique interactive marketing materials for desktop site. Notable accolade having one design picked up for a national fashion periodical.
- Design responsive emails and new layout system of working with content teams to improve efficiency of pre-production.
- Product foundation materials of site redesign with UI research and conceptualisation.

Global User Interface/Experience Designer. Travel Corporation / Trafalgar Travel.

December '09 – July '11 & October '11 – May '12. London, UK & Perth, Australia.

Travel and leisure group with 24 brands in 60 countries with 1.5 million customers.

- UI lead creative for overhaul of B2B and B2C e-commerce sites. Gather requirements and approval from 7 international markets. Delineate through wireframes to improve pre/post purchase journey, then design high-fidelity pages and new UI elements.
- Design and frontend develop social community platform and, experiment a workflow of going straight from wireframe to development, which proved successful.
- Work closely with analytics team to monitor user experience and alter designs/code to adapt for maximum conversion.

Senior Digital Designer / Frontend Developer. BlueSteel Productions.

September '08 – August '09. London UK & Los Angeles, USA.

Creative agency specialising in fashion and lifestyle.

- Obtain and refine requirements for digital output and, take-on or manage project.
- Run creative think-tank workshops with other designers to brainstorm new ideas for visual design and televised entertainment.
- Consult and assist with modelling photo shoots, videoing, editing and scriptwriting.

Creative Founder. Ginx TV Entertainment.

June '06 – June '08. London, UK.

Multi-media broadcasting network franchise. The MTV for video gaming.

- Conceive look, feel and values of the brand. Define and create video guidelines. Design promotional materials for print, TV and web.
- Project manage 'one-and-done' online scheduling software tool. Undertake research and wireframe design, outline development requirements and algorithm specification.
- Establish business connections and network with game publishers for channel content.
- Oversee remote TV editing team to meet deadlines and direct/approve their output.
- Devise logistical planning for channel delivery, travel to and work with production teams to educate broadcast partners on how to run the franchise.

Senior Designer. Extreme International / Extreme Sports Channel.

June '06 – June '07. London, UK.

International extreme sports TV network with over 30 subsidiary brands.

- Co-manage the creative department, working on Extreme's 13 brands.
- Mentor juniors and, hold meetings for new creative direction and business ventures.