

USER EXPERIENCE DESIGN

INTERACTION DESIGN
VISUAL DESIGN
USER RESEARCH
USER INTERFACE DESIGN

DESIGN SOFTWARE SKILLS

ADOBE PHOTOSHOP
ADOBE ILLUSTRATOR
ADOBE INDESIGN
ADOBE AFTER EFFECTS
ADOBE PREMIERE
MAYA
MOTION BUILDER
FIGMA
SKETCH
BALSAMIQ

FRONT-END DEVELOPMENT

HTML 5
CSS 3
SASS
BOOTSTRAP
FOUNDATION
JAVASCRIPT
JQUERY
ACTIONSSCRIPT
REST
Vue.js

BACK-END DEVELOPMENT

PHP
C#
MYSQL
FIREBASE
WORDPRESS
SILVERSTRIPE
Joomla
UNITY SOFTWARE

PROFILE

I am a qualified designer and developer with 10 years experience in the web design & development industry in New Zealand and overseas. I am formally qualified with Masters and Bachelor degrees in Design Innovation from Victoria University in Wellington.

I possess a wide range of skills and enjoy working in most areas of design including video post production, game development and 3D modelling. I have a keen interest in web and mobile design & development. In particular, the improvement of the user's experience within web and mobile applications. Recently, I have been working on the development of popular content management systems to improve the user experience. The objective being to allow less sophisticated users to achieve complex tasks with little computer knowledge.

I have an entrepreneurial attitude that was fostered initially in the private sector. I have the ability to work with smaller and larger structured multidisciplinary teams. I pride myself on being a talented trouble-shooter and team player.

WORK HISTORY

Massey University (February 2018 to July 2018) Tutor

During my time at Massey, I was in charge of running workshops for 289.101 Intro to Web & Mobile. The skills I taught during this course were the basics of UX/UI and front-end development for the web and mobile.

Victoria University (2015 to July 2017) Tutor

I tutored two design papers every year that focused on web and mobile design and development:

MDDN201 Internet Design which focused as an introduction to web development. I prepared and taught the tutorials to aid in the learning UI/UX, command line, version control systems and various programming languages and frameworks for the web.

MDDN352 Mobile Media focused on teaching the students advanced skills, techniques and programming languages in preparation for their final year project. Students were required to produce an industry standard mobile or web application as part of the paper.

KEY STRENGTHS

Front end development:

Highly experienced front end designer and developer from few years working in the industry as well as 3 years of tutoring with extensive knowledge in HTML, CSS, JavaScript, jQuery and various stylesheet frameworks such as Bootstrap and Foundation.

UX/UI and brand design:

Strong user experience (UX) design skills | Experience in user research and interaction design gained through industry work, freelance and tutoring. highly experienced with Adobe Photoshop and Illustrator and various wireframing and prototyping software such as Figma.

Back-end developer:

Experienced developer in PHP and MySQL. Strong knowledge in Content Management systems like Silverstripe, wordpress and Joomla. Knowledge in Rest API's, Python and Unity software

Leadership:

I have an approachable, positive and quality-focused style and I work in a results-oriented manner to ensure outcomes that enhance the team and business.

Organisation and Planning:

I offer strong skills in strategic planning and product management. I have excellent self-management abilities, understand the need to prioritise tasks, remain calm under pressure and consistently achieve planned objectives.

CONTACT DETAILS

Email: elsebseb@gmail.com
website: www.sebseb.dev

PERSONAL INTERESTS

I am passionate about technology, computers and the web. In my spare time I enjoy learning something new, playing football, hiking and traveling.

I am fluent in both English and Spanish Languages.

Victoria University (2014 to 2018) Web Designer & Developer

During this time at Victoria University I was contracted for various jobs as a research assistant, web designer, mobile developer and augmented reality designer. Some of these projects include: UX/UI design of a mobile application which focuses on giving an interactive augmented reality experience on the Writers walk located at the Wellington wharf.

Design and development of a webapp for the staff of Victoria University that had to manage seminar events within the University. Design and development of a content management system that houses all the data for the project built in Unity. Created a set of C# scripts that send the data from the web CMS to the mobile application and vice-versa.

Caffeine Studio (2011 to 2014) Designer Developer

Caffeine Studio is a niche design studio with a number of large national clients. I worked as a developer for various projects in both New Zealand and Colombia.

All of these jobs included programming languages and technologies such as HTML, CSS, JavaScript, Flash, PHP, MySQL and CMS like Wordpress, Joomla and Silverstripe.

OpenCube Design (Colombia 2008 to 2011) Front-End Developer

OpenCube is a niche design studio with a number of large national clients. I started my career at Open-Cube. I gained significant experience in web site development and support. I also took my first steps into UX/UI design The work was varied from completing small bug fixes to websites all the way up to developing the entire web based projects.

ACADEMIC HISTORY

2016 - 2018

Masters of Design Innovation

Victoria University of Wellington

2013 - 2015

Bachelor of Design Innovation

Victoria University of Wellington

2003 - 2005

Diploma Internet Design

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