

Chris Evans

Product Designer

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Work Experience

FutureGov

PRODUCT DESIGNER | 2016 - PRESENT

FutureGov works to improve Public Services through digital & service design. I work on product design & front-end development. Much of my time is spent designing & building prototypes, ranging from low fidelity quick implementations of an idea, to high fidelity clickable interactive prototypes, or full live product builds & iterations.

Designlab

DESIGN MENTOR | 2015 - PRESENT

In my spare time outside of work I mentor students learning design and UX at trydesignlab.com.

Modus Digital

LEAD WEB DESIGNER | 2014 - 2015

At Modus I worked as the lead web designer & developer. Modus Digital is a small digital agency in Worcester. While there I lead the design & development of many high profile client websites.

Wonder Room

DESIGNER & DEVELOPER | 2012 - 2014

I was a founding member of a digital start-up focused on providing value in the South West. I worked across a range; including web development, iPhone apps, physical computing, product & print design, staff management & organising conferences.

TEFL

ENGLISH TEACHER | 2010 - FEB - JULY

On a gap year when I was 17 I spent six months teaching English in Inner Mongolia, China.

Lionhead Studios

QA TESTER | 2007 - OCTOBER

Short work experience placement as a quality assurance games tester.

Education

Plymouth University

BSC DIGITAL ART & TECHNOLOGY | 2010 - 2014

I graduated with a BSc. First Class Honours, specialising in Interaction Design. Digital Art & Technology is an interesting merge of a computer science and art degree.

I-TO-I

TEACHING ENGLISH AS A FOREIGN LANGUAGE | 2009

A 120 hour online ODLQC Accredited teaching qualification with 20 hour in person training.

Open University

ROBOTICS & THE MEANING OF LIFE | 2008

An Open University short course in robotics worth 10 degree credits.

Richard Huish College

A-LEVELS | 2008 - 2009

Art - A*, Archaeology - A, Computing - B
AS Level - Psychology - B, Law - B

Skills

Design: Interaction design • Wireframes & mock ups • User flows • Motion design • Style guides & pattern libraries • Storyboarding • Rapid prototyping • User experience design • User research & usability testing • Content design • Service design • Branding • Typography • Grid systems • Colour theory

Development: HTML (HAML) • CSS & SCSS • JavaScript, JQuery & CoffeeScript • Ruby on Rails • PHP • Swift • Processing • Arduino

Tools: Sketch • Framer • Abstract • GitHub • Zeplin • Invision • Keynote • Adobe Creative Suite • Xcode