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David
Hoskins

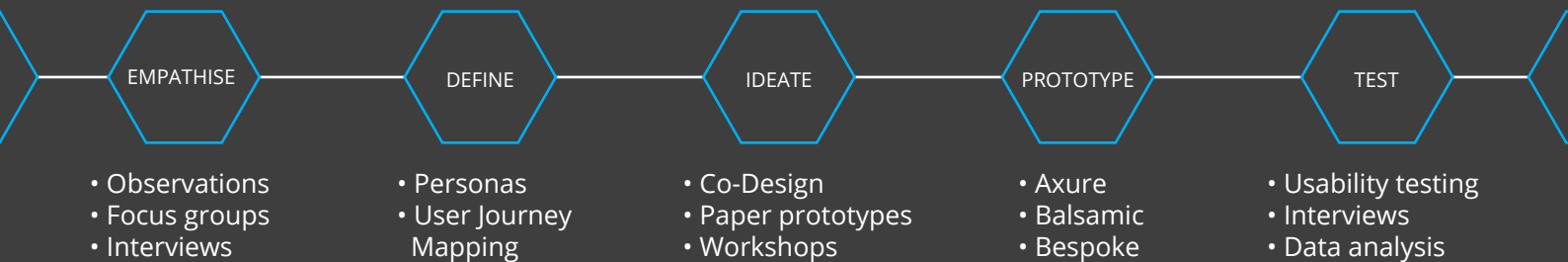## USER EXPERIENCE DESIGNER

PROFILE
I strive to create intuitive and engaging user experiences from conception to implementation. I challenge myself continuously and enjoy exploring and learning new emerging technologies and the impact these have on a user centred design process. As well as UX Design I have a strong background in software development, which enables me to create advanced prototypes for immersive experiences.

EXPERIENCE KNOWLEDGE

Design MSc at Kingston University, which focused upon analysis, design, prototyping and evaluation of multimedia, multi-modal, and multi-platform user interfaces that are easy to use and support a great user experience.

EMPATHISE	DEFINE	IDEATE	PROTOTYPE	TEST
• Observations • Focus groups • Interviews	• Personas • User Journey Mapping	• Co-Design • Paper prototypes • Workshops	• Axure • Balsamic • Bespoke	• Usability testing • Interviews • Data analysis

DOMAINS OF INTERACTIONS

USER EXPERIENCE   EMBODIED   GESTURE   WEB/MOBILE   ELEARNING   NEARABLES   AR/VR

Working on multi-platform user interfaces ranging from website development for Harry Potter Orlando to interactive projection tables, and designing for VR and the internet of things. With a recent focus on technology including Arduinos, iBeacons, touch and cloud based applications. Working with teams to bringing this all together to develop advanced prototypes/applications to create innovative design solutions.

WORK EXPERIENCE

INTERACTIVE DESIGNER
THATCHAM (MIRRC)

Working as Flash designer/developer and leading interactive projects, utilizing skills including design, photography, video production and programming. With a focus on e-learning, the success of the application design (iVDA) offered the opportunity to presenting at conferences with audiences of 200.

4 YEARS 2008-12

SOFTWARE DEVELOPER
FIGMENT PRODUCTIONS

Working on an array of international projects developing applications for websites, exhibits and amusement attractions. Achieving highly commended in the Innovation of the Museum and Heritage Awards for Archives+ . Developing bespoke user experiences utilizing Flash & Unity 3D and technically leading projects from original concept through to project delivery.

3 YEARS 2013-16

CLIENTS

UNIVERSAL (ORLANDO)
SEALIFE (BUSAN & KANASS)
LEGOLAND (FLORIDA)
MANCHESTER CENTRAL LIBRARY
ULSTER RUBGY CLUB
FIGMENT
FEEFO

QUALIFICATIONS

UX Design MSc - Distinction - Kingston University (2015/16)
The course focused upon the analysis, design thinking, prototyping and evaluation of multimedia, multi-modal, and multi-platform user interfaces.

Audio Visual Production - 1st Class BSc (Hons) - Nottingham Trent University (2003/07)
The course focused on mutlimediamultimedia production including web design, programming, video & audio production and CGI.