



JOE WILLMOTT

INTERACTION DESIGNER

Summary

Hello, I'm Joe from the South West of England and when I'm not working I enjoy the phenomenal scenery that surrounds me. Exploring the great outdoors is one of my biggest passions and when life allows I like to venture out further and travel the world in the search for breath-taking moments.

Delivering rewarding experiences that encourage interaction is my specialty. An early career in development gave me a great capacity for what is technically viable within a project. During this time I worked closely alongside UI designers and support teams, giving me a strong insight into what makes a product enjoyable, understandable and rewarding. Now I'm a dedicated UI / UX designer that aims to encourage play.

My journey

- DEC 2016** > **PRESENT** 

Freelance - Various Clients
UI design, wireframing and rapid prototyping for a variety of digital start-ups, honing my UX-related skills.
- AUG 2016** > **NOV 2016** 

Travelling - Southeast Asia
Visited temples, trekked up volcanoes and kayaked around crystal clear waters before preparing for my next career step.
- JULY 2015** > **JUNE 2016** 

UX Lead & Creative Director - Paper Street Games
Prototyped, redesigned and launched modern iterations of the company's leading mobile products for current audiences.
- MAY 2015** > **JULY 2015** 

Travelling - North Africa
Revisited Morocco to explore places I had not managed to visit previously before venturing over to Tunisia.
- JAN 2015** > **APR 2015** 

Mobile Developer - Sparkol
Created a tablet version of Videoscribe; the company's leading video-creation software, alongside another developer.
- MAY 2014** > **DEC 2015** 

Travelling - Morocco & Eastern Europe
Took my first solo-travelling leap and saw what the world has to offer. This is when travelling became part of my life.
- JAN 2014** > **APR 2014** 

CEO - Paper Street Games
Landed an incubator place and secured investment to create a company and launch a few casual mobile gaming titles.
- OCT 2013** > **NOV 2013** 

Game Design Intern - Aardman
Created world layouts and player journeys for the web game Wizards vs Aliens 2 to accompany the BBC's new series.
- SEPT 2009** > **SEPT 2013** 

Digital Art & Technology - Plymouth University
Learned about the Internet Of Things, how to design / code real-world products and digital art installations.

Goal

Deliver users to their destination via natural journeys and responses that encourage play.

Skills

- Interaction Design
- Rapid Prototyping
- Visual Design
- User Journeys
- App Store Optimization
- Growth Hacking
- Social Marketing
- Agile Workflows
- User Research
- UI / UX Design
- Mobile Development
- Actionscript
- Adobe Illustrator
- Adobe InDesign
- Adobe Photoshop
- Product Design
- InVision
- Sketch

Contact

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Say hello - let's get started!