



ABOUT ME

I'm a passionate UX and UI designer, creating effective user experiences and championing their needs. Applying user-centred design approaches, I tackle every step of the creative process, while using my background in graphic design. I've worked with clients across various industries and bring those skills to my work.

KEY SKILLS

- User research
- User testing
- Workshops
- Wireframing
- UI design
- Service design
- Concept design
- Graphic design

PROGRAMS

- Figma
- Axure RP
- Adobe CC

EDUCATION

Northumbria University 2007 - 2010
BA (Hons) Interactive Media Design

HOBBIES AND INTERESTS

Skiing (over 20 years experience)

Camping and outdoor expeditions:

- Yorkshire 3 Peaks walk (24 miles)
- Lyke Wake walk (42 miles)
- Long Trail, VT, USA,
(5 day expedition)

Advanced Open Water SCUBA diver

Rock climbing

Cycling around the countryside

CHRIS STEEL

chris-steel.co.uk

CAREER HISTORY

Foreign and Commonwealth Office (FCO)

UX / UI Designer | June 2017 to date

Working across all four stages of discover, define, develop and deliver. Taking a User-Centred approach using Design Thinking practices, while collaboratively creating deliverables and working with stakeholders. Deliverables can range from Personas to Service Blueprints to High-fidelity wireframes. Building out wireframes is done from an inclusive and accessible perspective, while raising developer's awareness and understanding. I have helped to create structure around how we work with stakeholders and continue to do so. As a team, we created and deployed a design system, for our developer and business community, raising the bar and creating standards for Design.

Schroders

Graphic Designer for Print and Digital Communications | November 2016 to June 2017

Worked in the Communications team as the only designer, I managed relationships with internal and external customers. I was involved in the roll-out of the rebranding of the company. This included the internal launch, which successfully brought staff on the rebranding journey. During this, the annual report needed completing in the new brand. I also participated in the redesign of the intranet, researching people's views and creating concepts, which were well received by staff.

Various Contracts

Freelance Designer | June 2016 to November 2016

Undertook print and digital projects.

TES Global

Creative Designer | November 2015 – June 2016

Worked in the marketing team and across other areas of the business. I created and deployed a process to manage the creative workflow in the department. As creative lead for the Cosmic Classroom project, a partnership between the UK and European Space Agencies, I created print and digital materials. Was also a member of the team that redesigned the TES Resources e-commerce platform, working with our USA based team.

Rapidity Print & Communications

Designer | February 2015 – October 2015

As the sole designer, I produced print collateral for in-house, national and international clients. Managed the design process from initial concepts to final sign off. Also, carried out face-to-face client meetings and managed stakeholder relationships.

BMI Healthcare

Creative Designer | October 2013 – February 2015

I worked on digital and print projects, in the design team. Produced material for internal and external use across the UK, creatively working within brand guidelines. Projects included the redesign of the company website homepage, from a UX and UI perspective. I led the design on the HealthMatters (BMI's online magazine), which had a measurable impact on site traffic.

