

SAM BALLARD

UX / UI / DESIGNER

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@Baron_Blackmore
(+44) 7825 760 526

Intelligently informed and driven visual designer seeking to collaborate, innovate, learn and develop.

Skills

Expertise in

UI & UX Design, Prototyping
Game Design,
Branding, Illustration

Using

Adobe Creative Suite,
Figma, Unity,
HTML, CSS, C#

Making

Apps, Games, Software,
Websites, Wireframes,
Collateral

Experience

Freelance

Designer

Jan 2012 - Present

Systems design and information architecture,
UI & UX for games, apps, websites and services.
Also been known for visual work such as concept
design, animation, and branding.

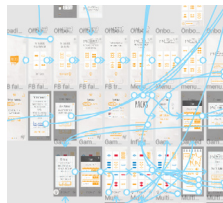


Packs

Design Director

Jan 2018 - Dec 2018

Packs is a pattern patching card game for IOS
and Android. Design direction for visual style,
graphics, animation and gameplay.

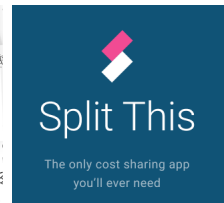


Split This

Design Director

May 2018 - Dec 2018

Split This uses the latest tech to enable users to
manage shared finances. Design direction and
execution of the product's brand & interface,
information architecture, and user experience.



Nektan

Game Designer

Oct 2015 - May 2016

Design and development of online games and
platforms, handling projects every step of the
way from concept to release. The role involved
designing UI, UX, responsive websites, apps and
animation.

Reference

Shad Jahangir

CEO, Split This
shad@splitthis.app

Joseph Macarthur

Founder, Open Access Button
joe@righttoresearch.org

Florent Claudy

Product Director, Nektan
florent.claudy@nektan.com