

ricardo agnello

UX-INTERACTION DESIGNER
BA(hons) Visual / Product Design

WORK EXPERIENCE

ABOUT

- Experience working accross mobile, web and software design / development.
- Taking projects from research trough concept and ideation all the way to testing and supporting implementation with broad understanding of front-end and back-end functionality.
- Working in an agile environment being part of a multi-disciplinary team of designers and developers.

TESCO BANK

AUGUST 2015 - CURRENTLY

Current Project: Part of the servicing team redesigning Tesco's online banking experience.

Previous project: (1 year) Lead designer for the mobile banking app. Working along side BA and product owner setting design direction and being responsible for all aspects of the design process for IOS and Android.

- Present work and gathering feedback from senior management ensuring business outcomes and user requirements are aligned.
- Create high and low fidelity prototypes to present ideas to the wider business as well as for user testing purposes.
- Setting up and running user testing creating testing scripts and prototypes.

G2G3 - CAPITA GROUP

FEBRUARY 2014 / AUGUST 2015

Part of the design team responsible for projects from creative concepts to final delivery. Working on design bespoke software and serious games for clients like BCG, Bank of America among others.

Worked as lead designer on the redesign the MOD UK Army website and mobile app. During the year I spent on the project I was responsible for initial creative concepts and all design aspects of the project.

ZERODESIGN

APRIL 2007 / FEBRUARY 2014

Working in a design studio supporting the wider team on print and web projects. Designing and coding bespoke front-end and back-end websites in word press, joomla. Clients included Seafish, National Galleries, Visit Scotland among others.

R2 DESIGN

AUGUST 2004 / APRIL 2007

Middleweight Designer

Main clients: BMW, Dupont.

NEWTRADE MARKETING

DECEMBER 2003 / AUGUST 2004

Assistant Art-Director

TOOLS

- Create low fidelity to full functional mock ups for presentations and user testing using **Axure**, **Marvel** or **Invision**.
- Informing design decisions gathering data from **Adobe Analytics** tools.
- Using programs such as **Sketch** to create user journeys and flows.
- Demonstrate complex interactions using tools such as **Framer JS** or **Principle**.
- Broad understanding of web / mobile back-end integrations, processes and technologies.
- Working knowledge of **HTML**, **CSS**, **Less** and others.

SOME OF THE COMPANIES I'VE WORKED WITH:

