

## Mike Gray

### Contact Details

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### Personal Statement

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I'm an experienced, versatile and down-to-earth designer and have worked in a diverse range of industries from casual gaming to financial services; consulting to education. With a background in information design and television graphics I offer a broad user-experience skillset including wireframe creation, user interface, prototyping and visual design. This is coupled with extensive direct customer liaison experience. I aim to utilise and develop these skills and experience in future roles.

### Career Detail

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#### **Snr UX Designer – Reed Business Information (January 2017 - Present)**

- Lead designer on RBI's 'flightglobal' suite of products.
- Integration of design into development processes; tying Sketch/Zeplin into Atlassian pipelines.
- Recruitment, mentoring and management of designers on the RBI graduate programme.

#### **Designer - Experience Team at PriceWaterhouseCooper (October 2014 – January 2017)**

- Successful launch of an online complaints submission form for the Financial Ombudsman.
- Visioning workshops for a range of consulting clients including financial services and transport.
- Teams 'tools and processes' lead for prototyping and collaboration platforms.

#### **Contracting UX/UI Designer - BSkyB (May 2013 – October 2014)**

- Successful responsive redesign & launch of the Team Sky Pro Cycling team website.
- Creation of iOS prototypes for Sky Cloud concept including board level presentations.
- Design of prototype to illustrate sentiment analysis within discussion boards.

#### **Contracting UX/UI Designer - Guardian Media Group / Harper Collins (August 2012 – May 2013)**

- Prototype designer for Guardian Discovery Week – 'Reading the Riots'.
- Prototyping designer for Guardian Movies and Crosswords.
- UI and prototype designer for Harper Collins Educational assessment platform.

#### **Senior Interaction Designer – Betfair (June 2008 – July 2012)**

- Successful launch of Samsung Connected TV football and sports betting services.
- Successful launch of Samsung Connected TV roulette service.
- Dedicated prototype designer for in-house prototyping team.

#### **Contracting Designer - Internet Games Services (April 2008 - June 2008)**

- I contracted as a designer at Internet Games Services, developing a gaming product based around Foreign Exchange Trading.

### **Art Director - Open TV (Jan 2005 – Dec 2007)**

- Supervising Art Director for two interactive TV channels on BSkyB Satellite TV in the UK.
- Supervised monthly updates and successfully launched >20 games.
- Responsible for staff development and appraisals of cross-continent team.
- Organised and managed library of >100 games' assets.

### **Art Director - Minds Eye Productions (Dec 2001 - Dec 2004)**

- Launched ~20 interactive TV games for BskyB themed around licenses from Hasbro (Monopoly), Endemol (Who Wants To Be A Millionaire), ATARI (Pong) and EIDOS (Tomb Raider).
- Day-to-day client liaison with stakeholders at BSkyB and Channel4.
- Responsible for Art Team hires and staff development.

### **Senior ITV Designer – AGENCY.COM (March 2000 – Dec 2001)**

- Launched and maintained interactive TV portals on a range of satellite and cable services.
- Clients included British Airways, Saatchi and Saatchi, One 2 One, Chorus, and Flextech.
- Motion graphics design for internal branding.

### **Other roles:**

- Minds Eye Productions - Games Producer and Graphic Designer (1998-2000)
- Avid Technology - Media Illusion Product Specialist. (1997)
- The Multimedia Corporation - Senior Designer (1995-1997)
- BBC Open University - Graphic Designer (1990-1995)

### **Education & Training**

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- 1985-1989 Falmouth School of Art - BA (Hons) Graphic Information Design, Class 2.1.
- 2010-12 Axure RP – Standard / Advanced / Mobile courses
- 2004 University of Bedfordshire - Post-Grad Certificate: Media, Culture and Technology.
- 1995 Agfa Horizon+ scanning course.
- 1978-1985 Queen Mary's Grammar - 8 'O' levels, 4 'A' levels.

### **Software Proficiencies**

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- Axure RP Pro 8 / 7 / 6.5 / 6 - I'm an [Axure Fu Master ;-\)](#)
- Bohemian Sketch & Zeplin
- InVision / InVision Enterprise administrator
- Adobe Creative Cloud Apps – Photoshop, After Effects, Illustrator, Acrobat
- Microsoft Office suite packages; Word, Excel and PowerPoint.

### **Referees (on request)**

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- Craig Spencer – Senior User Researcher, Google UK
- Luca Franchi – VP Tech Futures / Business Development at BskyB
- David Loder - Product Manager, Betfair

### **Outside of work**

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I enjoy cycling and hill-walking (particularly in the winter) and watching rugby, having formerly played for Redruth and Cornwall under 21's. I enjoy reading historical fiction and life / landscape drawing. I have two children; my daughter is recently graduated with an illustration; my son is autistic with severe learning difficulties and has recently left education and is embarking on adult life with help from his parents.