



HELLO,  
I'M  
STEPHEN  
WALLER.

I'M AN INTERACTION DESIGNER  
AND DIGITAL CREATIVE.

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## I'VE WORKED AT...

### YOTO

**Lead Product Experience Designer**  
May 2021 - Present

Ongoing redesigns to both e-commerce website and app, establishing a design system across both platforms. Contributed concepts and content for marketing collateral.

### SPARKS (STARTUP)

**Design Lead (Contract)**  
January 2020 - MAY 2021

Rebranded company, designed both native and desktop product platforms, developed a design system and illustration style and produced marketing collateral.

### SKYSCANNER

**Design Lead (Contract)**  
March 2019 - January 2020

Iterated design work for their Hotel booking process across mobile and desktop and designed next-generation concepts for easier mobile booking.

### SWIFT CREATIVES

**Digital Creative Director**  
March 2018 - March 2019

Panasonic, Beko, Samsung, Goertek

### POTATO LONDON

**Senior Art Director**  
October 2015 - March 2018

Google, Tate, Natural History Museum

### ELSE LONDON

**Art Director**  
November 2011 - October 2015

UBS, Telefonica, Accenture, Yota, Allianz

### THE TEAM

**Digital Design Specialist**  
November 2008 - November 2011

NHS, Fat Duck, Cisco, Universal, eBay

## BUT HAVE ALSO FREELANCED FOR...

Logitech, ITV, Microsoft, York Instruments, National Geographic, Emirates, Disney, BE Broadband, DC Thomson (Beano & Dandy) and the band Underworld.

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## A LONG TIME AGO, I WENT TO...

Buckinghamshire New University

BA/Hons Graphic Design & Advertising

Ravensbourne College

Foundation Diploma in Art & Design

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## MY SKILLS GENERALLY INVOLVE...

Digital product/UX/UI/interaction design, concept development, prototyping, art direction, team management, illustration, artworking and animation.

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## I TEND TO USE...

Figma, Sketch, Photoshop, Illustrator, After Effects, ProtoPie. All the usual suspects.

I also draw comics on my iPad a lot, and I am also attempting to learn 3D software, but it does fair hurt the head a bit.