

Ray McIntosh

UX Designer

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Objective

My goal is to create both positive and meaningful user experiences, in an accessible and imaginative way. With over twenty years of working closely with consumers wants and needs, I feel confident in my ability to keep the user in focus during the entire design process.

Experience

UX Design Intern, Sneakersnstuff, Stockholm

March 2019 - May 2019

Heuristic Analysis, accessibility testing, customer journey, benchmarking, UX ticket handling, wireframe prototyping, UX research

Senior Consultant, Liquid Management, Stockholm

January 2012 - January 2018

Project management, concept creation & development, concept implementation, content design, interior design, menu design, employee recruitment, employee training, contract negotiation, event organisation, conceptual design/strategy of the digital campaign, customer experience, and public speaking.

Education

UX Design, Nackademin Stockholm

2018 - Ongoing

Introduction to UX Design, UX Process 1- Analysis and Strategy, UX Process 2- User Centred Design, Information Architecture, Prototyping for UX Production, UX Process 3- Usability Evaluation, Accessibility, Interaction Design within UX, Agile Methods, Lean UX, Business and Communication, Ethics within Design.

Web Development, NTI Stockholm

2019

Programming of a homepage using both HTML and CSS among other projects.

Graphic Design, NTI Stockholm

2019

Projects involved using skills in Adobe Photoshop, Illustrator and InDesign.

Skills

- Accessibility
- Design Thinking
- User Interviews
- Usability Testing
- Wire-Framing
- User-Centred Design

Languages

- English - Native
- Swedish - Good and developing
- Danish - Intermediate
- HTML5 - Good
- CSS3- Novice
- Java - Novice