



JOSE
SANTOS

Lead UI Designer

PROFESSIONAL EXPERIENCE

May 2018 to December 2019

Lead UI Designer - ClearScore (Contract)

Leading a small team of designers to improve the mobile native apps user experience. Product designing new engaging features that will allow people to get a better control over their finances.

August 2016 to April 2018

Lead UI Designer - Just Eat (Contract)

Responsible for re-shaping the whole iOS landscape. From tech/design alignment, defining design and delivery standards with a creation of typography, icon and UI sheets, to product design, prototype and pitch completely new experiences. Ended up re-designing from scratch what will shortly become the new Just Eat global iOS app. (Update: due to the company's leadership change our work was sadly dropped after we left and was never released).

December 2015 to July 2016

Senior Mobile Designer - Farfetch (Contract)

Responsible for refining the current iOS experience. With the aim to enhance the user experience and increase conversion we used data, user research and high fidelity prototypes to help us make better informed design decisions.

June 2015 to November 2015

Lead UI Designer - Tesco PLC (Contract)

Leading the UI team responsible for creating the next generation responsive website for UK and international markets. I have been working closely with the POs, PMs and Scrum team to improve the ways of working and implement efficient design, sign off and deployment processes.

March 2012 to May 2015

Senior UI Designer - BSkyB

Responsible for designing a range of high profile projects including, the new Sky Service app (iOS and Android) and the Sky.com responsive homepage both award winners.

April 2011/March 2012

Senior UI/UX Designer - BSkyB (Contract)

Designing for a range of Sky Sports interactive TV applications including Sky F1 Race Control and Champions league Interactive, among others.

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Mobile:

0044 (0) 7414833803

LinkedIn

[linkedin.com/in/josesantos79](https://www.linkedin.com/in/josesantos79)

Portfolio

www.jose-santos.com



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December 2010 / February 2011

UI Designer - Orange (Contract)

Working across 4 projects, iPad Orange App Book, web portal, Sports portal and Mobile Orange World.

September 2006 / November 2010

UI /UX Designer + AS Dev (Freelance)

Designing and developing a range of online portfolios, showcases and websites, for several individual and corporate clients

March 2002/ May 2006

Artworker/Art Director, Lisbon

Graphic Designer/Art Director at a range of Advertising agencies. Such as Abrinício (MPP Group), Today co and Consultorio_Underscore. Lisbon, Portugal.

SKILLS

UI Design

Art direction as well as hands-on execution.

Keen sense of branding, colour schemes, typography, Gestalt Principles, Native guidelines (Human and Material) and grid systems. Strong digital brand strategy and integration of brand experiences.

UX Design

Competencies in aligning business and design strategy with functional requirements. Development of integration documents, responsive patterns, flows and wireframes.

Digital tools

Professional use of multimedia Adobe packages, Sketch and prototype tools such as Protopie and Pincipal.

EDUCATION

2001/2003

Degree in Communication Design.

by IADE – Visual arts, Marketing and Design Institute. Lisbon.

This was a 4-year degree on Arts and Design, theory and practice. Focused on Graphic Design, New Media Design, Interaction Design, Aesthetics. I dropped out in 2003 as I was offered a position as Artworker at the agency Abrinício where I was at the time interning with.

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