SKILLS

UI/UX Design
- ✓ Figma, Sketch Adobe XD & Framer
- ✓ Wireframes, prototypes, storyboards & user journeys
- ✓ Adobe Creative Cloud
- ✓ User research, personas and accessibility standards
- ✓ Testing, Analytics & Competitor Analysis

Front End Development
- ✓ HTML
- ✓ CSS (Inc. SASS & SCSS, LESS)
- ✓ Bootstrap, Tailwind, Foundation & Pure
- ✓ Javascript
- ✓ Ruby (ERB & Liquid)
- ✓ PHP (including Laravel, Slate & Kirby)
- ✓ Git
- ✓ Webpack, Yarn & Node JS

Tools, Methodologies & Processes
- ✓ Agile & Scrum
- ✓ Shopify & Magento Ecommerce
- ✓ Atlassian products
- ✓ Git
- ✓ SEO

EDUCATION

Charles Sturt University / B.A TV Production (Multimedia minor)
JAN 2003 - DEC 2005, AUSTRALIA

CONTACT

07563 501 365
dylantucker@gmail.com

DYLAN TUCKER
UI/UX DESIGNER, FRONT END DEVELOPER & STRATEGIST

Hi, I'm Dylan. In 2006 at the age of 21 I moved from Australia to the UK and started my own digital design studio. Now, over 15 years later and with a lot more experience under my belt I'm just as passionate about interactive design & development as ever.

During that time I've partnered with a range of companies as their digital leads, undertaken several contract placements and carried out countless interactive projects through my own studio. This mix of projects with my natural curiosity and passion have formed a diverse and thorough combination of skills & experience which enables me to deliver highly performing digital projects in a pragmatic way.

I'm proven to be driven, willing to learn, and able to work well under pressure both on my own and as part of a team. I thrive best when I'm able to be involved at an ideas level to help transform a project and improve an end result.

ROLES & CAREER HIGHLIGHTS

Colour Mafia / Director
DEC 2006 - PRESENT

While operating under this name as a multi-disciplinary freelancer I have become established as one of South Wales' most established digital creatives, with countless interactive projects undertaken. I've learned what it takes to deliver successful projects and a huge range of practical skills that enable me to take on a vast array of requirements.

Norsk Natursenter via Sarner International / Senior interactive developer
JAN 2018 - NOV 2019

Developed 19 touchscreen applications for one of Norway's most popular tourist destinations. Key skills utilised include translation of UX/UI designs into working prototypes, Javascript-based app creation, testing and collaboration. Carried out remotely and on-site in the Norweigen Fjords.

DVLA via Not Binary / Frontend Developer & Interaction Designer
DEC 2018 - APR 2020

Creation of new e-commerce site for DVLA's Personalised Registrations. Initially contracted as a frontend development before pivoting to UX/UI design to help overcome DVLA's internal bottlenecks. Key skills included use of Ruby, ERB, HTML & Sass, usage of the Government Design System, working within an Agile environment with all associated ceremonies, user research and accessibility testing.

Career Event / Frontend Developer & UX/UI Designer
MAY 2013 - AUG 2019

Co-founded 'Career Event', a revolutionary online recruitment platform now operated by an international agency. Solely responsible for all UX design and development. As used by Rolls Royce, Nationwide, BAE Systems, Zurich Insurance, Pernod Ricard, Selex, Leonardo and more.

Erilan / Head of Digital
APR 2009 - APR 2022

Oversaw all digital aspects of this Australian online store from startup to 7 figure brand. Winner of several accolades including multiple Google Australia awards. Key skills include custom theme development, performance & market analysis and strategical consultancy.

Enzo's Homes / Digital Lead
MAR 2013 - PRESENT

Oversee all digital operations for Enzo's Homes to help see it rapidly grow from startup to leading a nationwide new home developer. Key skills include creation of multiple iterations of bespoke web apps, performance analysis, video and strategy consultancy.

Carmarthenshire Council / Interaction Designer
FEB 2012 - MAR 2015

Headed up creative projects in 3 of Carmarthenshire local authority departments, including a landmark interactive learning platform to be included in the school curriculum. Key skills include design, development and testing of online games and all necessary protyping, research and testing.