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Hello! I am an integrated creative design director with expertise in branding, design thinking and an enthusiasm for emerging technologies. I have two decades of design experience as well as academic qualifications. I apply evidence-based design methodologies into the creative process and develop fluid brand experiences that move people.

WORK HISTORY

Google London **Design director** Jun / Nov 2018

(contract)

 Worked with product teams from Google Advanced Technology and Projects (ATAP) to develop branding and messaging for a VIP audience at Cannes

- Managed event branding, print collateral production, UI and environmental graphics for the Google Creative Harbour
- Developed Brand identity, guidelines and assets for MAChINE Sprint (Google Zoo's proprietary service)

The Economist Group London Associate creative director Aug 2015 - Nov 2017 (permanent)

- Set up new creative and design operations in London and Gurgaon (India)
- Coordinated a group-wide rebranding programme
- Raised creative, UX and UI benchmarks for the EIU products, Events and branded content partnerships
- Developed and implemented sound design processes in EMEA, America and Asia
- Managed and mentored teams based in London, NY and Gurgaon (5-8 people)

Mohawk HQ London Creative director Mar 2014 - Dec 2014

(contract)

• Cross-channel creative direction on campaigns in financial, sports and media

- Participated in pitches to clients
- Oversaw all key projects from design and UI to digital advertising
- Art directed a big campaign production including photo and film shoots
- Coordinated directly with strategists, designers and ECDs

Fitch London **Brand design lead** Sep 2013 - Dec 2013

(contract)

- Developed a visual system for multiple touch-points: retail graphics, product displays, furniture, and multimedia surfaces
- Conducted research and co-created content with copywriters
- Art directed 3D artists and visualisation
- Presented internally and externally to stakeholders and clients

Karmarama London **Brand design lead** Apr 2012 - Sep 2012

(contract)

(contract)

- Organised, designed and managed the development of a new design system including brand positioning, documentation, and asset creation and distribution
- Art directed visualisers and artworkers
- Presented directly to C-level marketers at the
- Contributed with creative strategy and concepts on a number of other BBC projects

Leo Burnett London **Brand design lead** Feb 2011 - Apr 2011

(contract)

- Co-created, developed and documented a design system for a large cross-channel brand activation programme
- Managed project framework and schedules
- Art directed visualisers and artworkers
- Coordinated with 20+ stakeholders: internal, International Olympic Committee, Olympic Delivery Authority and McDonald's marketing department

Dusted Design London Design lead

Oct 2007 - Jun 2010

(permanent)

- Directed all creative and design output across print and digital
- Art directed photo shoots, print production and websites
- Line managed a team of 3 strong designers and coordinated with 3 digital designers
- Played a key role in winning business for the company
- · Presented and pitched directly to clients
- Oversaw all branding projects

Cocoon Design Prague Senior designer Aug 2005 - Dec 2005

- Senior role in design for FMCG branding for the CEE market
- Worked closely with brand strategists to translate business goals into effective designs
- Coordinated with design teams in Holland and Russia

Oz Strategy + Design São Paulo Senior designer

Jan 2000 - Aug 2003

(permanent)

- Participated in all major multidisciplinary projects
- Responsible for ideation sessions and concept generation with teams in branding, packaging, signage and digital
- Played a key role in winning business for the company



EDUCATION

HIGH DEGREES

Master's degree **Brands, Communication and Culture** Goldsmiths - University of London 2009 - 2011

Bachelor's degree **Industrial Design** Fundação Armando Álvares Penteado 1997 - 2001

CERTIFICATES

Gamification: Creating Addictive UX Interaction Design Foundation On-going

Human-Computer Interaction

Designing for VR and AR Interaction Design Foundation 2018

Design Thinking Interaction Design Foundation 2017

Mobile UX Design Interaction Design Foundation

User Experience Design General Assembly 2017

CREATIVE LEADERSHIP

Team management

2017

Line manager of design teams in EMEA and Asia (6 people)

Interaction Design Foundation

Multiple region stakeholder management

Mentorship and coaching of team members

Design process

Human-centred design

Lean UX

Agile (Scrum)

Systems thinking

Workshop facilitation

Sprint (by Google Ventures)

Brand DNA development

Collaborative ideation

Ideation methods

Brainwrite/Brainwalk Crazy 8s

Worst possible idea

Assumption reversal

Sketchstorm

Storyboard

Analogies

Chainstorm

WHAT I DO

SKILLS

I'M INTO:

Brand experience

Brand model Positioning Brand archetyping Brand architecture Place branding

Experiential design Events branding Branded content

Logo design Design systems Identity guidelines Documentation

User interfaces

Visual design Creative direction

Design thinking

User interviews Generative research Cultural probes

Affinity mapping PoV definition Persona development **HMWs**

Ideation methods Workshop facilitation

Lo-fi prototypes

Wireframes (2D-3D) Storyboards

Guerilla testing Heuristic evaluation

Technology

Desktop UX design Mobile UX design

Voice User Interfaces (Google Dialogue Flow) VR/AR/MR interfaces

iOS/Android UI

patterns

· Adobe CC suite

- · Sketch / InVision
- Google Cloud Apps
- User experience design
- UI (GUIs and VUIs)
- Illustration/sketching skills
- Art direction (photo/video)
- · Academic-level writing
- · Research skills
- Team management and mentorship

Technology Life-hacks Meet-ups/Conferences Music Film/Docs/TV series Japanese Anime Art Graphic novels

Cooking Architecture Drawing Travel Books **Podcasts** Longboarding Hiking