

PAUL SINGH

UI/UX DESIGNER

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PROFILE

Experienced UI/UX designer with proven success in delivering functional designs and prototypes from leading software solution platforms to VFX industries. Collaborating within a multidisciplinary team, I excel at envisioning and conceptualizing interactive prototypes, implementing design systems, and translating wireframes into production-ready designs.

As a passionate and enthusiastic professional, I approach every project with meticulous attention to detail. Looking ahead, I am eager to channel my strengths and enthusiasm into even more ambitious projects, leveraging my skills to deliver exceptional user experiences and drive business success.

SKILLS

- Figma
- Axure
- Adobe XD
- MS Office
- Photoshop
- Illustrator
- Premiere
- AfterEffects

WORK EXPERIENCE

TECHNICAL DIRECTOR

AUGUST 2022 - PRESENT

DNEG

Throughout my time here at DNEG, I have had the privilege of collaborating with renowned filmmakers, and am proud to have been involved in various animation projects, including the highly anticipated Nimona on Netflix.

- Enthusiastically working to challenging deadlines to bring a satisfactory client experience.
- Continually improving by learning and mastering the required software and utilising resources such as jira or shotgun to optimise project management.
- Proud to have contributed to the prototyping of internal software through wireframing and my UI/UX expertise.
- Engaging in daily collaboration with the team, I actively participate in providing and receiving feedback, this ensures that we collectively deliver the best possible outcome.
- Collaborating with the pipeline, and supporting external teams through communication and streamlined workflows.

UI/UX DESIGNER

SEPTEMBER 2020 - AUGUST 2022

ISB Global | London

I collaborated extensively with product managers, engineers, and cross-functional team members on multiple projects to shape the product's vision and strategic direction.

- Enthusiastically led the initial wireframing and prototyping for a small project which was successfully sold.
- Continuously improving and optimising brand and digital content refresh by working on and implementing a new Design-System alongside the previous.
- In addition to UI/UX designs, I successfully delivered promotional campaigns and marketing materials through brochures, posters, and animated web graphics to create awareness and advertise the product.
- I engaged and collaborated with my product managers and team through a consistent iterative process to successfully create a working conceptual prototype for a mobile app.

EDUCATION

MA (MASTER OF ARTS) IN DIGITAL ARTS

SEPTEMBER 2019 - SEPTEMBER 2020

University of Greenwich | London

BA (HONS) IN DIGITAL DESIGN & ANIMATION

SEPTEMBER 2016 - SEPTEMBER 2019

University of Greenwich | London