Jeremy H.

EDUCATION

Certificate IV in Graphic Design
2008, Shillington College Brisbane

Bachelor of Interactive Entertainment, Animation Major
2005, QANTM College Brisbane (Now SAE)
Award: Best Independent Student Game - voted by attendees at the 2004 Australian Game Developers Conference (AGDC) in Melbourne

Diploma of Screen, Specialising in Animation
2003, QANTM College Brisbane (Now SAE)

CREATIVE TOOLS

Adobe CS
Balsamic
Figma
InVision
Clip Studio
Art Rage, & more

UTILITY TOOLS

Miro
Jira
Asana
Trello
Notion
Perforce, & more

DESIGN SKILLS

Visual Design
Branding
Customer Journey Diagrams
User Experience Design
User Interface Design
Interaction Design
Wireframing & Prototyping
User Testing

SOFT SKILLS

Project Management
Resource Management
Client Interviewing
Requirements Gathering
Workshops
Presentation

CONTACT

0433 353 955

jeremydavidhamilton@gmail.com

linkedin.com/in/jeremyh84

PORTFOLIO

Jeremyh.net

Portfolio quick links

Elixar - designing a video streaming and conferencing service

Varsity - designing dashboards and UI for cloud based simulation training

Kuube - designing a checkout process for users to subscribe

Engineering Foundations - Engaging university students to learn maths

DESIGN CAREER TIMELINE

UX / UI Design Director
Bondi Labs, 2015 - Present

- Lead UX and UI design, in a multidisciplinary team of 18 in the production of digital products and services for Bondi Labs and its enterprise clients.

- Drive ideation, concept explorations, and solution execution both internally and in collaboration with external stakeholders.

- Create storyboards, personas, visual mockups, flows and specifications to communicate the strategy and design objectives to the product team.

- Design the user interface for video streaming platform Elixar including its web pages and apps across various devices.

- Evaluate current branding, products and company details to create new brands, style guides, and supporting design systems.

- Create interaction strategies for navigation and flow while engaging with the Research Manager to advocate for the needs of real users.

Achievement: After proving my ability to manage and deliver projects, I was given the opportunity to start and lead Bondi Labs' first interstate studio.

Senior Graphic Designer
Black Milk Clothing, 2012 - 2015

- Created concepts for printed apparel and developed them into products.

- Collaborated with licence holders such as Disney, and Warner Bros. to create official co-branded collections that broke BMC sales records.

- Assisted with hiring junior designers and provided mentoring.

UX / UI Designer
Majestic Software, 2010 - 2012

- Designed the user interfaces and promotional websites for iOS games. Created all promotional and ingame art assets for the game Blot.

- Conducted user testing to evaluate pain points and create empathy maps.

Art Director
Bounce Media Group, 2009 - 2010

- Provided art direction, pagination, cover, editorial and advertisement design for the Australian Hairdressers Journal. Developed the style guide and design of all printed collateral for the Australian Hair Fashion Awards.

Associate Lecturer - Game Design
QANTM College, 2008 - 2009

- Taught and guided students in the field of game design including game mechanics, level design, storytelling, and other relevant topics.

- Facilitated interactive learning experiences, conducted workshops, and assessed student projects to foster their growth and skill development.

UX / Game Designer
THQ Studio Australia, 2004 - 2008

- Created design documentation to support the development of game systems, levels, minigames, and user interfaces for games on the Wii, Xbox360 and Playstation3 home consoles.

- Wrote script and collaborated with programmers, artists and animators to bring designs to life.

- Conducted large observational user testing sessions and interviews.