

DETAILS

My name is David Jones and I'm a Freelance UI / UX Designer based in Hull, UK. I specialise in UI / UX Design, whether it's crafting pixel perfect interfaces, enhancing user journeys by generating a selection of wireframes and prototypes, creating design libraries to enhance the development process or conducting user research.

Since completing a BA Hons Web Design Degree at Lincoln University, I've worked with large scale organisations, creative agencies and start-ups over a thirteen year period.

EXPERIENCE

1/2

FREELANCE UI / UX DESIGNER @ DAVID ADAM JONES DESIGN LIMITED (APRIL 2021 — CURRENT)

- Leading on interface designs, wireframes and prototypes
- Partaking in client meetings to gather requirements and conduct user research
- Creating design libraries to assist developers
- Setting up and amending existing design systems in Figma
- Developing websites in Squarespace

CONTRACT UI / UX DESIGNER @ DERBYSHIRE COUNTY COUNCIL (OCTOBER 2025 — OCTOBER 2025)

- Leading on the interface designs, wireframes and prototypes for a meeting notes application
- Partaking in meetings to gather requirements and creating discovery documentation
- Setting up a design system in Figma to help with a consistent design approach
- Working in an Agile environment

FREELANCE UI / UX DESIGNER @ PROPAGANDA AGENCY (SEPTEMBER 2025 — SEPTEMBER 2025)

- Assisting the internal UI team on healthcare application and logistics site design
- Creation of new components for existing design systems
- Reviewing existing products and offering UX expertise and enhancements

CONTRACT SENIOR UI DESIGNER @ OMNIA AGENCY (APRIL 2025 — AUGUST 2025)

- Assisting design team members on multiple projects ranging from SCF platforms to oil refinery websites
- Working on wireframes, prototypes and high-fidelity designs
- Creating and amending design systems with supporting documentation

CONTRACT UX DESIGNER @ ASTRAZENECA (FEBRUARY 2025 — MARCH 2025)

- Assisting design team members on multiple design requests from the business
- Working on wireframes and prototypes to map out user flows
- Creating new components for an existing design system
- Working in an Agile environment

CONTRACT UI / UX DESIGNER @ BRUNTWOOD (AUGUST 2024 — DECEMBER 2024)

- Leading on the interface designs, wireframes and prototypes for Bruntwood
- Partaking in meetings to gather requirements and reviewing user stories
- Creating a design library to assist developers after hand-off
- Setting up a design system in Figma to help with a consistent design approach
- Working in an Agile environment

EXPERIENCE

2/2

CONTRACT PRODUCT DESIGNER @ OMNIA AGENCY (APRIL 2024 — AUGUST 2024)

- Leading on the interface designs, wireframes and prototypes for a Dubai based shopping mall
- Assisting design team members on multiple projects ranging from banking applications to report websites
- Supporting the UX Lead in other areas of the business including design operations
- Creating a design library to assist developers with hand-off

CONTRACT UI / UX DESIGNER @ SGS & CO (APRIL 2024 — APRIL 2024)

- Creating a design library for Photon
- Leading on the interface design for the Photon landing page
- Showcasing proposed solutions and reviewing stakeholder feedback
- Working in an Agile environment

CONTRACT LEAD DIGITAL DESIGNER @ SWAY (JANUARY 2024 — APRIL 2024)

- Leading on the branding project for Sway
- Working on wireframes and prototypes for the Sway website
- Developing the Sway website in Squarespace
- Partaking in meetings to gather requirements and reviewing client feedback
- Designing mock ups for an external agency building the Sway app

CONTRACT UI / UX DESIGNER @ FINDEL (AUGUST 2023 — DECEMBER 2023)

- Leading on the interface designs, wireframes and prototypes for EuHu
- Working on wireframes and prototypes for GLS
- Partaking in meetings to gather requirements, review user feedback and user stories
- Creating a design library to assist developers after hand-off
- Setting up a design system in Figma to help with a consistent design approach
- Working in an Agile environment

UI / UX DESIGNER @ SGS & CO (JANUARY 2020 — APRIL 2023)

- Leading on the interface design for MySGS 5.1, AutoSuite applications & Visionworks Portal
- Reviewing user feedback and user stories to design mock-ups and flows
- Showcasing mock-ups and flows in demo meetings with stakeholders, developers and users
- Creating a design library to assist developers after hand-off
- Setting up a design system in Figma to help with a consistent design approach
- Working in an Agile environment

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SKILLSET / KNOWLEDGE

- | | |
|-----------------------------|---------------------------|
| • UI Design | • HTML & CSS Capabilities |
| • Wireframing & Prototyping | • Photography |
| • Design Libraries | • Figma |
| • Squarespace Builds | • Adobe Creative Suite |
| • UX & Research | • Agile Methodologies |