

I offer two decades in user experience, visualisation and art direction. I've worked closely with clients from the advertising, games, healthcare, automotive and entertainment industries.

My expertise spans both user experience (UX) interaction design (UI) with complimentary skills including prototyping, motion graphics, web design, CGI and Virtual Reality.

As a digital creative I'm constantly challenging myself to improve our interactive environment using a unique combination of skills not shared by many others. A love of design both online and offline help achieve these goals. Above all I have an obsessive attention to detail and quality.

WHAT?

User Interaction
User Experience
Games
Mobile app development
Web + Digital Campaign development
Visualization + CGI
Motion graphics
HTML / CSS

HOW?

Pencil and paper
Sketch, Principle, Omnigraffle, In-Vision, Flinto
Photoshop, Illustrator, InDesign,
After Effects, Premier, Final Cut
Keynote, Pages, Numbers
Muse, Edge, Dreamweaver
Unreal, 3D Studio Max, Maya, Sketchup

WHO?

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Investec (2017 - present) CONTRACT
Role: UX + UI + Motion Graphics

Orange (2017 - 2017) CONTRACT
Role: UX + UI

Camelot (2016 - 2017) CONTRACT
Role: UX + UI

eyo (2015 - 2016) CONTRACT
Role: UX + UI

TwoGether (2015) CONTRACT
Role: UX + UI

Juice (2015) CONTRACT
Role: UX + UI

Cherry (2013 - 2015)
Role: Digital Art Director UX + UI

incuna (2012 - 2013)
Role: UX + UI + Motion Graphics

AGI (2010 - 2012)
Role: Head of Interactive

PHWT (2008 - 2010)
Role: Head of Digital Design

PRIOR (2001 - 2008) QBW
Senior Digital Designer

(1999-2001) Bitmap Brothers
Lead Artist and Animator

(1997-1999) Psygnosis
PC and Console Artist

(1996-1997) Codemasters
PC and Console Artist

CLIENTS

BMW, Ford, Continental, Jaguar Landrover, Mazda, Mercedes, Subaru, Mitsubishi, Mead Johnson, Sanofi, Haydn's Wish, Thermo Fisher, Roche, Sandoz, NHS, Reckitt Benckiser, Meda, Janssen, Sandoz, Novartis, BBC, Lionsgate, Paramount Pictures, Sony, Fox, Universal Pictures, Walt Disney Studios, Virgin Media, Activision, Electronic Arts, Microsoft, Ubisoft, Avon, Intuit, Bayer, Berghaus, Masterlease, Merial, Arriva, IHG, Taylor Wimpey, Camelot, Orange

Orange
UX + UI
(Present)

Designing user interfaces for Virtual Reality. Working within Orange XD Labs as senior UX and UI contractor. Primarily working on the Orange VR 360 native Android app along side the UX team. Supporting both Discovery (R&D) and Experience (Live apps) teams with User Interaction design, focus testing prototypes and concepts, wireframes and information architecture as well as working on live products.

Visual design
Information Architecture
User Interface mockups
Clickable prototypes
Native Android App design
VR user interface design
Prototypes for Google
Cardboard, Samsung gear VR

Big Pink
UX + UI
(2017)

Supporting various projects with Information Architecture planning and User Interaction design.

Information Architecture
User Interface mockups
Clickable prototypes

Camelot
UX + UI
(2016 -2017)

Working within the mobile team developing the next generation of instant win and interactive games for Camelot's group of global clients. A mixture of game design, user interaction, user experience and motion graphics. Agile development processes, working hand in hand with the development team, marketing and product testing.

Information Architecture
Visual design
3D Modelling
Animated mockups
Native iOS design
Responsive web design

TwoGether
UX + UI
(2015 - 2016)

Involved in the development of a partner portal for their client Intuit (Quickbooks) from early scamps and stickies, through to wireframes (Omnigraffle) a clickable prototype (Axure) and early visual treatments derived from the creative concepts of the marketing campaign.

Wireframes
Information Architecture
User Interface mockups
Web prototypes on Axure

eyo
UX + UI
(2015 - 2016)

VR and video 360, interaction design and user experience. In addition I helped produce immersive environments for architecture. Work also covered Virtual and Augmented Reality using Unreal and Unity.

Visual design
3D Modelling
Animated mockups
Prototypes for Google
Cardboard, Oculus Rift

Juice
UX + UI
(2015)

Helped develop the second generation of the BMW Launchpad platform and used the development knowledge to inform other internal UX and UI projects. Developed a Virtual Reality application for presentation to their BMW client. Worked on internal comms platform for usability and functionality. Led a team of two designers and worked closely with the internal development team on all projects.

Wireframes
User Interface mockups
Animated mockups
Responsive web design
Native Android and iOS
VR user interface design
Prototypes for Oculus Rift
Prototype in Unreal and Unity

Cherry
Digital Art Director
(2015)

A broad roster of responsibilities covering User Experience design for mobile and web, motion graphics and animation, art direction for direct marketing, print advertising and other collateral.

Art direction
Wireframes
Information Architecture
User Interface mockups
Interactive e-learning
Responsive web design

incuna
Motion Graphics
(2012 - 2013)

Worked closely with the digital development team forming working methodologies for developing responsive and content managed websites. Developed the digital design strategy alongside the Digital Development Director. Hands on digital creative. Principal in developing innovative ways of delivering engaging interactive experiences. Emphasis on quality and attention to detail. Unique experience bridging analogue and digital campaigns with emphasis on innovation and emerging technology.

Motion graphics
CGi and 3D animation Art direction
Wireframes
Visual design
Responsive web design
Story board design
Motion graphics design
CGi and 3D animation

AGI
Head of Digital
(2010 - 2012)

Pioneered a unique Augmented Reality game tie in as part of Ubisoft's marketing collateral for the game Driver San Francisco. Central in developing a broad digital strategy for AGI and it's clients. Instrumental in marrying together both traditional and modern disciplines of design.

Art direction
Wireframes
Information Architecture
User Interface mockups
Responsive web design
Motion graphics design
CGi and 3D animation
Augmented Reality
Prototype in Unity

PHWT
Head of Digital
(2008 - 2010)

Involved in the development of digital strategy, as well as being involved directly in the design. Liaising closely with the development team for integration and implementation. In addition shared the role of Creative Director with Head of Design and Head of Creative. This means involvement of project brief, client liaison and pitch work.

Art direction
Wireframes
Information Architecture
User Interface mockups
Banner and Web advertising
Responsive web design
Motion graphics design
CGi and 3D animation

CLIENTS

BMW, Ford, Continental, Jaguar Landrover, Mazda, Mercedes, Subaru, Mitsubishi

Mead Johnson, Sanofi, Haydn's Wish, Thermo Fisher, Roche, Sandoz, NHS, Reckitt Benckiser, Meda, Janssen, Sandoz, Novartis

BBC, Lionsgate, Paramount Pictures, Sony, Fox, Universal Pictures, Walt Disney Studios

Virgin Media, Activision, Electronic Arts, Microsoft, Ubisoft, Avon,

Intuit, Bayer, Berghaus, Masterlease, Merial, Arriva, IHG, Taylor Wimpey, Camelot

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Muse, Edge, Dreamweaver
Unreal, Unity, 3D Studio Max, Maya,
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