

MARK SAMPSON

UI/UX Designer

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CAREER TIMELINE

July 2018 – Present

A.P. MOLLER - MAERSK

UI/UX Lead at Maersk Shipping, the #1 integrated transport and logistics company globally. Providing UI and UX guidance for multiple projects on both internal and external logistics systems. Part of a team creating and delivering the design system, mentoring designers and researching client insights.

June 2013 – June 2018

FINASTRA

UI/UX Team Lead at Finastra, tasked with overseeing the designing and rebranding of the company software portfolio, designing complex interfaces and project troubleshooting for the company's software product portfolio and related collateral for: Core banking (front/back end), Lending, Risk, FX trading platforms, Corporate banking, Capital Markets and retail banking mobile/web.

I managed a team of designers within an Agile environment that were dedicated to maintaining high standards, client satisfaction and keen interest in emerging related technologies such as Blockchain and AI. Utilising UX research, journey mapping, information hierarchy/architecture, design workshops and wireframing/prototyping, end to end, to achieve award winning fintech software solutions. Bonus skills: conceptual design (print and web), typesetting, marketing design, POS and packaging. Stakeholder management and client facing skills.

Other duties included managing and administering the company innovation program which provides the platform and support to employees who have product ideas that disrupt the banking industry. Duties included Hackathon coaching of ideas/personnel, event management of innovation days, marketing and brainstorming workshops.

March 2013 – June 2013

BARCLAYS

Design consultant contractor for Barclays Bank Digital UK. Research, UI/UX design of the online interface of Barclays Retail/Business and integration of the desktop, mobile and tablet environments. Part of the team responsible for future banking innovation across all touch points.

June 2011 – Nov 2012

138 SUNGAME

Creative Director for Arias Design/138 Marketing. Arias Design is a full service design agency, and 138 Marketing is a subsidiary company that oversees all creative material for 138 Sun Game, an online casino. I oversaw the design, developers, had full creative control over all aspects of both businesses, managed the print buying, marketing budgets and scheduled the developers workload. As a start up, I was tasked to provide all the branding, stakeholder information collateral, business plan documents submitted to the UK Gambling Commission and UX and UI/UX elements for the casino.

2009 – 2011

VIRTUAL INC

A small design company that delivers digital and print based solutions to a varied section of industries. My role is that of new business development and creative director. I co-ordinated and managed projects and make sure clients understand the process of interpreting their brief to producing functional websites.

1997 - 2009

SEISMIC DESIGN

Across the board graphic and conceptual design for the entertainment and business sector, with clients ranging from the BBC, Channel 4, ITV, Jack Daniels, BHS and Warner Bros.

1997 - 1997

KEE SCOTT ASSOCIATES

Senior Designer responsible for a design team and account manager. Designing mainly for the entertainment industry. Project management from concept to production, along with the training of junior designers.

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PROFILE

I'm a highly successful customer focused UI/UX designer with an impressive track record in leading high performance teams and creating innovative web and mobile design solutions from complex data visualisation through to creative digital design and trend prediction. I bring considerable experience in project and team management, building strong stakeholder relationships and proven in delivering innovative, market leading software design in an Agile environment. I take a huge personal pride in driving excellence to achieve the highest possible pixel perfect standards and UX methodology.

PROFESSIONAL SKILLS



Sketch



Photoshop



InDesign



Zeplin



Premiere



Illustrator



Axure



CSS/HTML



Innovation Mgmt



Adobe XD



Jira/Confluence



Invision

ACHIEVEMENTS

Managing the Finastra Innovation Programme 'Fusion Reactor'. Administering the Kanban board for incoming ideas, presenting to MLT and advising contributors on SME involvement. Organising quarterly reviews across 3 time zones. Principle UI/UX designer for a blockchain award winning syndicated lending platform.

Was the creative lead from inception to completion for an online casino, built brand and all related material. Company turnover after 4 weeks from launch was £1.4 million.

PERSONAL DETAILS

Single • Full driving licence • Car owner

INTERESTS

World Cinema • Golf • Painting • Skiing • Typography