

Jonathan Alford

UX Designer | Web Developer

www.jono.design

Biography

Web developer, UX designer and master of the handover process, all rolled into one. My life focus is on optimisation, whether that is workflow, website or design process, I want it blazing fast and efficient. More speed, less haste!

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CAREER

WEB MASTER

Fisher Scientific | Jun 14 - Jun 15

I worked as a Webmaster, using Joomla, to create dynamic content for laboratory sales. I worked as part of a scrum to ensure scheduled priority promotions were published and relevant data was shown.

LEAD WEB DEV

Roller Agency | Jun 16 - July 17

A daily workow consists of creating a Grunt.js build file that has a Node.js back-end to install Browsersync, Nunjucks and Babel to generate an optimal workow and handle modularisation. Testing all the way from IE9 to Chrome with Browsersync, if needed, altering my gulp file to handle auto-prexing. User testing on a variety of screen sizes to ensure optimal UX in every scenario, then minifying, collating and uploading the web files, backing up to git, and testing rendering speed.

FOUNDER

Roboto.Studio (Freelance) | Jun 10 - Present

I've worked in Freelance since about the age of 16. Initially focusing on providing a branding + web package for local companies to bridge the gap between web builders like Wix and the significant jump to agencies.

However now I specialise in delivering web experiences that are blazing fast using technologies such as Hugo or Grav and combining this with extensible components within Sketch to provide the perfect foundation for startups around the Nottinghamshire area.

SKILLS

PRO



SEMI-PRO



LEARNING



EDUCATION

DIGITAL MEDIA TECHNOLOGY

Nottingham Trent University | Jul 11 - Jun 16

Graduated NTU with a 2:1. Studied Digital Media Tech which encouraged my love of bleeding edge worklow systems, clean efficient code and meticulous nature to push what I know to my limits.

SENIOR UX

Intoware | July 17 - Dec 17

I was in charge of the entire design development handover of both Web (Microsoft Stack + Angular) and Mobile (Xamarrin). This consisted of understanding limitations within a development environment, communicating these to a design team, and ensuring that the deliverables were all built to material guidelines spec. I used a combination of extensible atomic design with Sketch to achieve this. I also built an entire asset library for web from the components within Sketch.