



## 01 Skills

- > Adobe Suite
- > Interaction Design
- > UX Strategy
- > UI Design & Dev
- > Project Management
- > HTML5 & CSS3
- > Javascript
- > UX Research
- > Axure & Balsamiq
- > Usability Analysis
- > Visual Design
- > Lean UX / Agile / Scrum

## 02 Experience

- 2013 - Present Sony Computer Entertainment / UX Designer
- 2013 - 2013 2020 Imaging / UX Designer & Product Developer
- 2012 - 2013 GForces Web Management / UX Specialist
- 2011 - 2012 GForces Web Management / Social Media Developer
- 2011 - 2012 KITC Clinic / Marketing & Infrastructure Lead
- 2010 - 2011 GForces Web Management / Marketing Assistant

## 03 Projects

- SCE DevNet UX / Lead UX
- Touch Control / UX multi-touch control panel
- NetDirector V10 UX / Lead UX & strategy
- Car Cloud / UX strategy
- I Love My Dealer / Social loyalty scheme
- Win with Likes / Social competition app

## 04 Education

- University of Kent / 2:1 Comp science BSc
- Walderslade 6<sup>th</sup> / A A B C
- Ranked 1<sup>st</sup> in UK for ICT Double Award A level (2008)

## 05 Personal Projects

- UX Advisor at Ten & Bourne / tenbourne.com
- Whose Who / Family game web app
- Tweet a Tune / Uni project, twitter & grooveshark api
- Pugz / Mixes, Tracks, Soundcloud & iTunes
- Cloud Chart / Socially powered soundcloud top 40

## 06 Interests

- Design / Animation design, UI & graphic design
- UX / Research techniques, cognitive science, UIE
- Production / Electronic dance music
- Deejaying / Online, clubs & at home
- Web / hckrnews, TNW, DN news, medium

## 07 Presence

- Portfolio [adampugsley.com](http://adampugsley.com)
- LinkedIn [linkedin.com/in/adampugsley](http://linkedin.com/in/adampugsley)
- Twitter [twitter.com/adampugsley](http://twitter.com/adampugsley)
- Dribbble [dribbble.com/adampugsley](http://dribbble.com/adampugsley)

## 08 Contact

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