Kezie Todd

An all around geek who went from self-educated designer to studying interaction design full time, left and right brain work in perfect harmony for a fresh approach to creative problem solving. From the little details to the big picture, I design to delight the globe. Education in six different countries helps me bring a new perspective to any project and motivates me to design the products of tomorrow for users today.

www.kez.ie
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@SaysKez

Experience

UI Engineer Intern : Allstate
Summer 2017

- Developed branding and an online hub for UI Engineering, collaborating with an international team across two continents.
- Co-managed the project from concept to code, practicing everything from crafting a story into a brand and prototyping essentials to ReactJS and SVG animation.
- Participated in the Product Design team weekly critiques, user testing, and design workshops.
- Chronicled the experience in weekly blog posts to help other young designers starting out.

Featured Designer : 25 Pop Up
November 2017

- Selected as one of 25 designers across a range of disciplines to participate in the pop-up shop for Belfast Design Week selling my own designs.

Community Volunteer : CCV Compassion
2015 - Present

- Mentor young people and engage in community service projects.
- Organised donation sorting methods for fundraising sales to help those in need.

Education

BDes Hons Interaction Design : Belfast School of Art
2016 - 2020

- **Year 1: top of class. Predicted degree classification: first-class honours.**
- Modules include: Interaction Design Fundamentals, Communication Design, Exploring Identity, Imaging and Data Visualisation, Creative Entrepreneurship, and Designing with Content. Upcoming focus on Designing User Experiences and Narrative and Storytelling
- Contributed to setup and curation of art & design pop-up shop opening for the final year exhibition show. Exhibited and successfully sold my own designs.

A-Level Studies : Cross & Passion
2014 - 2016

- **Maths A, Accounting A, Physics B, English Literature C**
- Completed via distance learning, providing practice in both the subject matter and time management and self-directed work.

References

Available upon request

Skills

User Centred Design
Illustration and Icon Design
Storytelling
Copywriting
Motion Design
Designing for Emotion
Paper Prototyping
Making Monsters

Tools

Design: Sketch, Adobe Creative Suite
Development: HTML, CSS, SVGs, Git, Javascript, ReactJS
Prototyping: InVision

Member of

IxDA
Meetups such as the UX Bookclub and ProductTank

Interests

Fueling my tabletop gaming hobby through regular game design competition winnings.
Curling up with a good reference book.
Constructing Lego vignettes.
Football (soccer for those across the pond).
Beating the drums.