

# Tom Dunne

Multidisciplinary Designer

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After taking 18 months of parental leave to help raise a young family, an experience that has enhanced my skills in patience, time management, and adaptability. I am now excited to return to the creative environment, currently seeking remote opportunities to collaborate on innovative projects that drive growth and hold meaningful impact.

**Visual Designer**  
**Freelance**  
May 2010 – Present

- Executed various brand launches, web and mobile-first design projects for clients such as Midnight Marketing, Lincoln Piano Centre, and The Number4 Group achieving over 95% client retention through strong analytical results and positive feedback to foster long-term partnerships with national non-profits and local businesses.
- Developed expertise in creative problem solving, critical thinking, and project management through effective communication with clients and team members, while continuously pursuing growth and deep learning to integrate new technologies and accessible design standards into my workflow.

**Senior Graphic Designer**  
**Creatively Content**  
Sep 2021 – Dec 2022

- Successfully supervised a team of 4 designers, handling multiple projects simultaneously with a 98% on-time completion rate, and increased product engagement for a large U.S. client by 30% through innovative design solutions.
- Directed projects across branding, logo design, motion design, web design & development, trade show booth design, video directing, art direction, iconography design, and micro interaction animations, applied to various business objectives.
- Enhanced creative workflows utilizing Calendly and Asana helping to achieve a 90% approval rate for design prototypes. Orchestrated strategic initiatives, employing a ticketing system that improved project turnaround times by 20%.

**UI/UX Designer**  
**A Digital Engagement**  
May 2015 – Nov 2019

- Created prototypes for mobile, tablet, desktop, and interactive installations through interaction, motion, and visual design. Collaborated effectively with the Creative Director on research initiatives, translating problems into actionable solutions and enhancing alignment between design and business objectives.
- Leveraged data-driven insights to boost user satisfaction, reduce user errors by 20% through usability testing, and integrated qualitative feedback from user interviews to refine designs, resulting in an increase in user retention over several products.

## Education

**University of the Arts London**  
**BA(Hons) Fine Art: Print & Digital Media**  
Sep 2008 – July 2011

**Lincoln College of Art**  
**Foundation Diploma: Art & Design**  
Sep 2007 – Aug 2008

## Skills

Brand Identity, Product Design, Motion Design, Interaction Design, Wireframing, Visual Design, Art Direction, User Research, Prototyping, Usability Testing

## Tools

Adobe Creative Cloud, Illustrator, Photoshop, InDesign, After Effects, Figma, ProtoPie, HTML, CSS, Blender, Rive, Canva, Slack, Asana, MS Office