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WHO AM I?

For my entire life, I've loved doing everything and anything creative. And even now with my childhood in the distant past my imagination is still running wild. I will always be a kid at heart. Being intimately involved with the creative industry has allowed me to challenge that imagination and translate it into reality.

These days I'm a well-rounded, skilled and knowledgeable designer and creative leader with a Zen-like understanding and passion for design that has cumulated over the decades into a vast amount of experience. This experience encompasses all areas of design, creativity and leadership, including UX, visual, graphic, interaction, architecture, usability and user centred design with some pretty brilliant thinking and people and business management skills to boot. I have worked on global designs from ground breaking summer festivals to some of the largest online entities including government, education, entertainment and more, with a wide variety of people across numerous and varied disciplines from every corner of the globe. I have worked solo and on small and large-scale teams; built and managed teams; led projects both tiny and gargantuan; developed and evolved businesses; worked extensively in Lean and Agile environments and so much more – all with a dash of a passion to dive deeper and understand at a deeper level. Knowing that my designs have been, are and will be used and experienced by millions of people around the world is both rewarding and humbling. And it is exciting to know that after all this time my imagination is still working in overdrive!

I know you will find my CV, portfolio and case studies informative and along the way you may even be surprised! I look forward to talking with you soon!

Yours sincerely,



Larry Dean Miles

Find out more online here:

<http://blackmondaydesign.com>

<http://cv.lundinoir.com>

<http://linkd.in/1eEmlDv>

Please see my portfolio and case studies at the above CV link, which goes into further detail on recent projects, and the challenges faced. Further work history available upon request.

EDUCATION

WESTERN MICHIGAN UNIVERSITY

Kalamazoo Michigan USA

Bachelor of Fine Arts Graphic Design

Bachelor of Fine Arts Photography

Art History Minor and Music Theory Minor

AUGUST 1987 - JUNE 1992

BARCLAYS

United Kingdom

Various courses ranging from design to business and financial regulations, management and people skills.

MAY 2014 - MAY 2015

MICROSOFT

United Kingdom & USA

Various training courses ranging from design to personal, management and people skills.

JUNE 2001 - NOVEMBER 2013

CITY & ISLINGTON COLLEGE

London

Macromedia Director and Lingo

JUNE 1999 - OCTOBER 1999

THE LONDON MUSIC SCHOOL

London

Computer Music Using MIDI Software

OCTOBER 2000 - DECEMBER 2000

AWARDS

MICROSOFT SHIPIT AWARDS

I received a variety of awards throughout my Microsoft career for being a crucial team member in shipping products at services at Microsoft. These include:

MSN Entertainment v2.0, June 4, 2004

MSN 8, October 24, 2008

MSN International Channels v2.0, June 1, 2008

MSN Wave 12, November 2008

MSN Wave 13, June 2009

MSN Wave 16, November 2010

MSN Denver, June 30, 2011
MSN TMX for Windows 8, October 26, 2012

MICROSOFT HIG AWARD

Awarded in 2011 by my peers as "Most Influential Designer".

MICROSOFT MAKES OTHERS GREAT AWARD

Awarded in 2012 for my work with my peers and teams across Microsoft.

MSN BUTTERFLY AWARD

Awarded in 2002 for design excellence in the service of MSN UK.

FRENCH PAPER INTERNATIONAL DESIGN AWARD

Given for innovation and creativity in the field of graphic design.

WORK EXPERIENCE

HMCTS CRIME PROGRAM, LONDON

NOVEMBER 2017 – SEPTEMBER 2019

Role Senior UX Design Consultant

Tools and skills User experience, UI & interaction design
UX leadership, evangelism & mentoring
GDS and GOV.UK prototyping (Git & Heroku)
Adobe Creative Cloud, Bohemia Sketch, InVision, Marvel, sketching & prototyping in code
Negotiating, planning, operations & team infrastructure

Detail As a senior UX Design Consultant on the UK Governments HMCTS Crime Programme I was involved in a wide range of projects spanning all areas of justice from automating court systems to the digital integration of real-world courts across the UK. This was growing on the foundational framework I helped to create in my previous role at the Ministry of Justice and HMCTS.

MINISTRY OF JUSTICE & HMCTS, LONDON

JUNE 2015 – OCTOBER 2017

Role Senior UX Design Consultant

Tools and skills Business development, stakeholder management & strategy, product roadmap
User experience, UI & interaction design
UX leadership, evangelism & mentoring
GDS and GOV.UK prototyping (Git & Heroku)
Adobe Creative Cloud, Bohemia Sketch, InVision, Axure & sketching
Negotiating, planning, operations & team infrastructure

Detail During my time at the Ministry of Justice (MoJ) and HM Court & Tribunal Service (HMCTS) there was a massive revolutionary digital reformation of the justice system. My involvement was across all levels the Criminal Justice System (CJS) Common Platform Programme organisation as a senior UX leader with a small and dedicated team of User Experience team. An important part of this role was to evangelize and raise awareness of UX and Design in what has traditionally been a business and technical focused organisation. My initial task was around creating a detailed UX timeline to align with the business that lead into the creation of a UX framework and a pattern library partly taking the form of a Design Manual that encompasses UX, interaction and visual design as well as accessibility, research, GOV.UK prototype, UI, LESS/CSS, design and content patterns and more. I'm also consulted on a wide variety of projects - working closely with both front-end UI and back end development, creating solid design and front-end pattern libraries. I was also involved with user research and testing and site visits to grow our understanding of all the various roles in the Justice system that include judges, barristers, defense and prosecution, police, administrators and all the thousands of back-end office workers that keep things moving. All of this not only supported existing projects and teams but also encompasses a foundation for the Common Platform that unified and brought consistency across the British Justice systems and ultimately all UK government entities.

BARCLAYS, LONDON**MAY 2014 – MAY 2015****Role** Senior UX Design Consultant**Tools and skills** Business development & strategy
User experience, visual & interaction design
Experience architect & mentoring
Adobe Creative Cloud, Axure RP Pro, Sketch, Omnigraffle & sketching
CSS, HTML, jQuery, JavaScript
Negotiating, planning, operations & team infrastructure**Detail** I was deeply involved with the global Experience Design Team at Barclays Design Office based in London. The focus was on fintech and included a wide range of projects covering internal colleague facing experiences to customer and client products including apps, websites, and a variety of banking and finance technologies that span from the digital to the physical space. I was in involved with not only consumer facing experiences but also products and services in Wealth, Investment Banking, and global banking. I consulted on strategy, planning, building creative teams, prototyping, user experience, visual and interaction design as well as mentoring. In addition to design, I'm also drove the direction for creative software, hardware and methodologies used across the global design function company-wide including standardisation and systems for rolling out and maintaining tool sets for both the design function and other areas of the business.**WE HAVE A PLAN, LONDON****JANUARY 2014 – PRESENT****Role** Head of Design**Tools and skills** Overseeing developers & creative in the UK, USA, Europe & Asia
Business development, negotiating & strategy, founder and director
User experience, visual & interaction design
Adobe Creative Cloud, Sketch, Axure & sketching
Xcode, CSS, HTML, jQuery, JavaScript & prototyping in code**Detail** We Have A Plan has a variety of business units including 1) newtongrads, a collection of services focused on STEMS graduate recruitment including digital and real-world exhibitions; 2) Olio, which is involved with social app experiences; 3) Ear Kandy, which deals with hearing protection and education; and 4) Strukture, covering bespoke property acquisition. As a founder and member of the board I have been and continue to be involved with everything creative from the corporate branding and design language do working hands-on with designs, prototyping and development. I am also concerned with the long-term and "big picture" issues whilst dealing with regulatory and intellectual property issues. I'm also acting as Chief Technology Officer and engage regularly with developers and engineers.**ALT-FEST, LONDON****AUGUST 2012 – AUGUST 2014****Role** Head of Design**Tools and skills** Managing & mentoring a diverse group of artist & creative
Business development, negotiating & strategy
Adobe Creative Cloud & sketching
CSS, HTML, jQuery, JavaScript. Joomla & prototyping in code
Ecommerce**Detail** Founding member and Head of Design for the world's largest alternative music and culture festival. Core focus encompassed UX, UI, IA, Usability and Visual Design and front-end development (CSS, HTML, jQuery, JavaScript) for all screens and devices including mobile; design and management of an e-commerce site; directing and mentoring designers and artist; working with print, stage design, lighting, site planning, event planning, signage, print materials, journalism, photography and more! The core team I worked with and manage was based in in all corners of Great Britain and Europe.

MICROSOFT LIMITED, LONDON**JUNE 2001 – NOVEMBER 2013****Role** Senior UX Designer**Tools and skills** Adobe Creative Cloud including Photoshop, Illustrator & sketching
Business development, negotiating & strategy
Front-end development & prototyping (CSS, HTML, jQuery, JavaScript)
Oversaw a diverse group of Designers, Researchers, Developers & Testers in a fast-paced Agile Scrum environment**Detail** My history at Microsoft spans from being a humble web designer to a senior UX designer with a wide variety of project and team related responsibilities. Including UX, IA, Usability, UI and Graphic Design. Near the end of my time at Microsoft I was a Senior UX Designer of the global AMP Design and Research team working in a fast-paced Agile Scrum environment with a wide variety of global projects for MSN, Windows 8 and Windows Phone. Duties included design from initial conceptual explorations, brainstorming and ideation to the final output for desktop, mobile and apps - working with both internal and external teams and partners both locally and around the globe; branding support and evangelism; user research; testing; design documentation including design guides for a wide variety of products as well as the CMS tools design and branding consultation globally; visual and interaction design and consultation, design and product concepts, project management and developing new products. I was also involved in training both internal and external resources including the use of the latest design technologies and image editing software as well as best practice. I also had experience working on and leading real and virtual teams; working with budgets, mentoring and building teams as well as managing contractors and designers both in-house and externally (and globally).**BLACK MONDAY, LONDON****APRIL 1996 – PRESENT****Role** Head of Design, founding member, director and creative guru**Tools and skills** Adobe Creative Cloud including Photoshop, Illustrator
Sketch, Axure, Marvel, InVision & sketching
Business development, negotiating and strategy
Xcode, CSS, HTML, jQuery, JavaScript & prototyping in code
Managing projects, creative & developers**Detail** Black Monday began in 1996 as my personal creative output for all things design, photography and music composition and continues to this day where I work with clients such as Barclays and Ministry of Justice. These days our focus is on all aspects of User Experience and visual design from initial concepts, usability, research, wireframes, prototyping through completion, for digital and print. This has included Black Monday magazine (print/online) and SinZine Magazine (online), album covers, digital illustration and a variety of clients; User Experience design, UX research, web and app design and development; photography; music composition; journalism primarily for the independent music industry. Black Monday is also involved with non-profit organisations including RecommendMe and Hillsong, for the later we are very much involved with the both the London and wider European region. Our client list continues to be varied and global including the UK, Switzerland, Belgium, Canada, Germany and the USA.

SKILLS, EXPERTISE & MORE

UX, WEB, APP, MOBILE & MORE

- Highlights** User Experience Architecture, Design and Research; Graphic Design
Adobe Creative Cloud; Sketch, Axure, Marvel, InVision & sketching
Windows Phone, iOS and Android apps and mobile web
HTML, CSS, JavaScript, jQuery, PHP, XAML & prototyping in code
Large-scale CMS design including Joomla; Ecommerce
- Detail** Experience includes extensive HTML and CSS coding, jQuery, JavaScript with knowledge of XML, SQL, Joomla, Wordpress, Tumblr, etc. as well as all the great tools that are a part of the Adobe Creative Cloud. I also have a thorough understanding of various CMS's and large-scale publishing platforms such as the international MSN publishing platform and templates. I have been involved in the design of a variety of apps from news to autos to weather; structured data and visualisations. And I've been involved with print design from my high school days and even through I'm more focused on the digital world these days I still find the physical world of print to be immersive and rewarding. Grids and typography rule supreme in great design and this reminds me of an old saying, "A word is worth a thousand pictures."

PEOPLE

- Highlights** Building and leading design teams in the UK, US, India and China
Mentoring both designers and non-designers in the UK, US, India and China
Working in both small- and large-scale agile environments
Negotiating, strategising, working with senior stakeholders and management
- Detail** Interviewing, hiring and managing both full-time and contract designers for both small and large teams. I also regularly collaborate with others on a wide variety of projects from small internal designs to large-scale global experiences and can get those with the right knowledge and expertise aligned and involved. I strive to build a positive team environment by modelling best practices and behaviours that promotes good morale. Being both a mentor and mentee is also something I enjoy doing.

GEEK STUFF

Mac hardware is my core visual creative tool and I have been an active user since 1988 in design, development and production. Experience includes the complete Adobe Creative Cloud, Photoshop, Dreamweaver, Edge, Fireworks, Axure, InVision, Marvel, Omnigraffle, Sketch, QuarkXPress, Freehand, Illustrator, Acrobat, Ableton Live, Native Instruments, Logic Pro, Final Cut Pro, Fontographer, Premiere, Cubase, Rebirth, Swift3D, Brackets, BBEdit, Office, and more. I'm adept with both MacOS and iOS.

Active PC user since 1985 (MS DOS before that); including the complete Adobe Creative Cloud, Photoshop, Dreamweaver, Edge, Fireworks, Axure, Omnigraffle, InVision, Marvel, QuarkXPress, Acrobat, Ableton Live, Native Instruments, Painter, Premiere, Expression, VisualStudio, Office, and more. I'm adept with all Windows desktop and mobile operating systems.

I have extensive nuts and bolts knowledge and experienced with the workings of all the various Apple and Windows hardware and peripherals. This includes deployment across both small and enterprise businesses and building PCs from the ground up; also experienced with setting up and managing both PCs and computer networks for both Mac and Windows; also experienced with setting up and maintaining servers and also have a good understanding of Android and iOS.

I'm also very much interested in all types of coding and have a good understanding (but I'm not expert) of languages such as AngularJS, C# and what seems a very long time ago now I studied Pascal and Assembly Language.

I'm not a rugby fan but I have been in my fair share of Scrums...