STEVEN PURKISS
DIGITAL DESIGNER

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ABOUT

A passionate and competent designer I started my career in graphic design creating printed material, as the internet and technology used to deliver and view information has progressed, developing my skill set to focus on digital media and the web. I enjoy using the knowledge I have gained working on a variety of projects, promoting brands online while providing information to large audiences.

I have been part of successful teams working for Bourne Leisure on their flagship brand Butlins, then designing some of the UK's largest festival websites at Live Nation including Reading and Leeds, Wireless, Download and Latitude festivals.

I have been responsible for managing my own time, working on multiple projects as Digital Designer at Festival Republic, focusing primarily on the company's websites portfolio. Using Brand Guidelines as a steer and knowledge of how websites are built to create engaging responsive layouts and the visual assets to build successful usable websites.

EDUCATION

Digital Media Productions BA (Hons) | 2.1
2003-2006
University of Art's London,
London College of Communication

Desktop Publishing 2 | City & Guild
2000
Hertford Regional College

Computer Science and Design | A Level
1997
Chancellors School, Brookmans Park

HOBBIES

I enjoy attending live music events and trips to the theatre, playing crazy golf and keeping fit by taking long walks and swimming, a passion of mine.

EMPLOYMENT HISTORY

2019 OCT — 2012 NOV

Digital Designer | Festival Republic

Moving the company's web design in-house I joined the Festival Republic Marketing Team working on some of the UK's largest Festival's websites and other digital media requirements including mobile Apps screens and html5 banners.

Collaborating with the content team and working with a front-end developer, delivering modern responsive websites enhancing the company's online presence. Working through briefs, creating wireframes and concepts, responsive layouts, handovers documents, testing and feeding back at various stages of web projects. As Festival Republic's Portfolio expanded extra developer resource was required, this involved working with external agencies to deliver websites from the designs that I created.

Key Skills
Concepting, Page Layouts, Creating Visual Assets, Handover and Testing.

Design Software
XD, Illustrator, Photoshop, Sketch, Zeplin.

2012 NOV — 2010 FEB

Digital Designer | Live Nation

One of the designers in the Live Nation in-house digital team creating website designs, online advertising and some print material.

Reporting to the Creative Director, with a focus on delivering engaging functional websites for Live Nation and Festival Republic's live music events and festivals. Progressing from fixed width to responsive websites, working closely with the front-end developers in the team.

Key Skills
Web Design, Flash Banners and Interactive Maps, Print Delivery.

Design Software
Illustrator, Photoshop, Flash, InDesign, Final Cut Pro, After Effects.

2010 FEB — 2006 JUNE

Digital Designer | Butlins, Bourne Leisure

As the designer in the web team my responsibilities included creating a range of online content for Butlins.com and Bigweekends.com using the Butlins branding and integrating marketing campaigns. Page layouts including the homepage, offer pages, featured sections, static and animated flash promotion spots, animated marketing banners and email templates.

Key Skills
Web Design, Flash Animation.

Design Software
Fireworks, Flash, Illustrator, Photoshop.

2003 SEPT — 1999 MAY

Graphic Designer | Stones Creative

Creating a range advertising material including posters, magazines, leaflets, and point-of-sale work. Working with clients and following briefs, presenting material and sending print ready files to the printers.

Key Skills
Design, Retouching, Typography.

Design Software
Quark, Illustrator, Photoshop.

1999 APR — 1997 SEPT

Output, Scanning | Colour Systems.

Colour Systems dealt with over 30 high street glossy magazines. At first my role was to ensure that the proofing and film output requirements of the company were met. After a year I moved to the scanning department, this involved preparing the transparencies on drums and operating the software to scan them correctly, checking and then retouching the pictures.

Key Skills
Proof Checking, Scanning, Retouching.

Design Software
Scitex.