Contact.

Email
Lewdingley@gmail.com

Phone
+44 (0) 7488340992

Portfolio
Lewisdingley.com

Talk to me in…

native
English

fluent
French

understand
Spanish

Skills.

Fluent

Adobe creative suite
Photoshop, Illustrator, InDesign, After Effects, DreamWeather.
Protopie/Principle
Rhinoceros 3D
Sketch/Figma
Keyshot/Cinema 4D
Bilangual
English, French

Familiar

Unity
Solidworks
Arduino CC
Blender
Spanish
Front End
HTML, CSS, Java Script
AR/VR

Education.

Double Master's Degree   2020

UX Design and Tangible Interfaces.

School **L'École de design Nantes Atlantique**

Exploring the notion of tangibility and materiality of information for the design of innovative products and services, in all fields of application. It is based on the hybridization between objects, environments and information systems. Human machine interactions.

Bachelor's Degree   2018

Interactive Design.

School **L'École de design Nantes Atlantique**

A user-centeric design approach to general knowledge, technical, and corporate culture used during school and personal projects. Focused on UX-UI and programming, motion design, 3D animations, marketing, and group communication skills.

A Levels   2015

Science.

Professional experience.

Professional Designer.

Fresha   Dec 2022 — now

Senior Product Designer.

- Collaborating with project managers to align new features with user expectations within the Performance tribe.
- Building the native app for the worlds largest marketplacefor beauty and wellness.
- Conceptualisingfeatures accross the growth tribe

Dyson   Nov 2021 — Dec 2022

Product Experience Designer.

- Conducting trials and user research to enhance product experience.
- Supporting teams in integrating new designs and design system rules.
- Collaborating with engineers to address future concept challenges.
- Creating high-fidelity prototypes to drive senior stakeholder engagement and progress towards production milestones.
- Assisting the team in developing software skills and adopting new prototyping techniques.

Sky   Feb 2021 — Nov 2021

UI/UX Designer.

- Transforming conceptual ideas into user flows to enhance NOW's user accessibility.
- Creating a non-remote control concept using 3D camera and motion gestures to address daily issues.
- Collaborating with engineers and teams to develop a platform for a wide range of devices.
- Designing a compelling user interface that drives new product launches, including Sky Glass.
- Contributing significantly to the growth of the internal communication brand for Comcast.

Design Internships

Renault   Feb 2020 — Jan 2021

UI/UX Designer.

- Conducting studies on the impact of blue light on driving behaviors.
- Collaborating with the team to understand concept requirements and advanced technology integration.
- Independently developing new dashboard UI representations during work-from-home Covid lockdown.
- Assisting Senior designers in resolving technical challenges related to 3D vehicle integrations.

Additional experience and projects online.