



JASON TAYLOR

BACKGROUND

My story as a designer of things visual and interactive began while studying graphic design at TAFE. It was late 1992 when I discovered my creative niche designing icons, colour schemes and screen layouts for a software company.

During this time I was introduced to user-centred design and was soon hooked, quickly discovering many parallels between graphic design for an audience and interface design for users.

Over the years I have developed a strong sensibility towards the user experience and gained enormous insight into the methods used to achieve successful results for businesses and their customers.

I've also been fortunate to have experienced a wide range of user-centred design roles working as a consultant, an in-house designer and instructor to organisations across the globe. I've even done my fair share of traditional graphic design along the way.

ATLASSIAN

JANUARY 2007 – PRESENT

User Interface Designer

User interface and visual design of web-based software development tools. Graphic design of online and printed Marketing materials.

www.atlassian.com

OBJECTIVE

JANUARY 2006 – DECEMBER 2006

User Interface Designer

User interface and visual design of Windows and web-based applications. Managing external icon design resources.

www.objective.com

WESTFIELD

JANUARY 2003 – DECEMBER 2005

User Interface Designer

Interface and visual design of websites, intranet and POS touch screen applications. Graphic design of online and printed Marketing and Events materials.

www.westfield.com

DIFFERENT

JANUARY 2002 – DECEMBER 2002

Senior Visual Designer

User interface and visual design of web applications, websites and intranets. Conducting user interviews, focus groups and design workshops.

www.different.com.au

HISER

JANUARY 1999 – DECEMBER 2001

Usability Consultant

Conducting expert reviews, focus groups, user interviews and collaborative design workshops. User-centred design of web applications, websites, intranets and Windows applications. Teaching Hiser's user-centred methodologies to peers, clients and students.

www.hiser.com.au

PETTARAS PRESS

JANUARY 1997 – DECEMBER 1998

Art Director

Directing design and production workflow in the art and film rooms. Management of quality assurance procedures.

www.pettaraspres.com.au

EQUITY SYSTEMS

SEPTEMBER 1992 – DECEMBER 1996

User Interface Designer

User interface design of graphical trading applications for DOS, Windows and Unix platforms. Graphic design of printed materials.

MORE INFORMATION

Would you like to know more? Please contact me at jason@although.net.au or view my online portfolio at www.although.net.au