



## Designer, Illustrator, Geek.

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## Experience

(2011—2012) Yazino, Game / UI Designer  
(2010—2011) Lovefre.sh, Art Director  
(2009—2010) EPIK, ESL Teacher  
(2008—2009) Fizzback, In-house Designer  
(2007—2008) Maya London, In-house Designer  
(summer '07) EF Language travel, Local Leader



## Education

(2003—2007) Arts Institute at Bournemouth Ba (Hons) Graphic Design  
(2001—2002) City College Brighton BTEC Diploma Art & Design  
(1999—2001) Beacon Community College A Level s (ACC)  
(1997—2001) Beacon Community College GCSE's (2A\*, 8A, 1B)

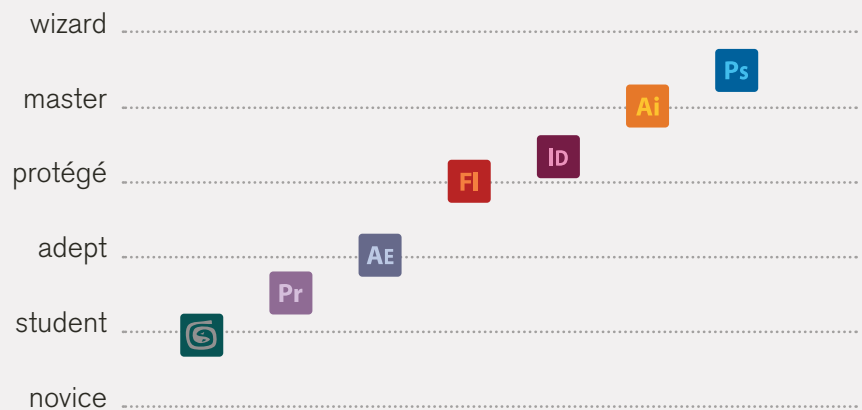


## I like to work with:

- Macs and PCs
- Pens and pencils
- Markers and acrylics
- Graphics tablets
- HTML and CSS
- Source Engine
- Notepad++
- Typography
- Technology
- People
- Sandwiches



## Software Skills



## About

Communicative design is both my vocation and my passion. I enjoy learning as well as creating and I strive to improve my knowledge and skills daily.

A solid typographic foundation, a definite grasp of all things Adobe and a good understanding of print and screen design mean I can design fluidly across most mediums. I also have a good grasp of HTML and CSS and I enjoy working closely with developers.

Currently I am focused on interface design and technical artistry and I would like to further my knowledge and experience in these fields.

I enjoy spending time with my wife and son, gaming, creating custom game content and working with the team at [playstuff.net](http://playstuff.net) to run a gaming community. Where I can, I like to apply my skills to responsible projects like [Lovefre.sh](http://Lovefre.sh) and [Naked Energy](http://Naked Energy).



Thanks for reading.

For examples of my work please visit: <http://theboyle.co.uk>

