

GEMMA SILVER

Designer

PROFILE

Highly motivated, focused, enthusiastic and passionate about design. A team player who has excellent communication skills, superb attention to detail and always completes projects to the highest standard.



GEMMA.SILVER@HOTMAIL.COM



EDUCATION

1st Honours Degree in Digital Animation with Music Technology
Thames Valley Univeristy, 2005-2008

Diploma in Animation Production
London College of Communication, 2004-2005

BA (Hons) Art and Design
Leed Metropolitan University, 2000-2001

SKILLS

MAC/PC SYSTEMS

MICROSOFT OFFICE

ADOBE SUITE

AUDIO & VIDEO EDITING

PROJECT MANAGEMENT

EXPERTISE

UI DESIGN

INTERACTIVE / VISUAL DESIGN

GRAPHIC / GAMES DESIGN

WEB / APP DESIGN

MOTION DESIGN

EXPERIENCE

DIGITAL UI DESIGN - CX TEAM

- Creating digital brand look and feel and pixel perfect responsive interfaces for key clients, ensuring to meet both user and business needs
- Working closely with Account Leads, CX Leads, fellow designers, developers and clients to provide clear design solutions
- Designing UI and graphic elements which improve the user experience for web and mobile apps

WUNDERMAN
THOMPSON
COMMERCE

LONDON
2017-2019

GAMES DESIGN / PROJECT MANAGEMENT

- Leading the creative and development process of compelling interactive slot games
- Delivering high quality assets for product content to agreed timeframes for both inhouse and third party clients: Interfaces, environments, title sequences, video transitions and overseeing sound design
- Working collaboratively with a team of creative, copy, digital and video specialists
- Full development cycle experience, from concept through to product launch

BWIN.PARTY
DIGITAL
ENTERTAINMENT

LONDON
2010-2016