



Mike Thomas

mikerst@gmail.com

+ 44 (0) 7891 850 097

<https://mikethomas.design>

Hey there, I'm Mike, an experienced, multiple-hat-wearing designer with a love of old book smells, looking out for others, and great coffee. To me, design is more than a nine-to-five, it's a vocation.

Hats

Graphic Design

Impactful layout, typography, illustration and animation.

Art Direction

Bringing alignment, definition, and translating strategy in to tangible concepts.

Product Design

Facilitating discovery, posing the right questions, engaging with users, prototyping, user-interfacing.

Development

Semantic HTML and extensible, modular CSS development (with a side of workflow automation via node/npm).

Project Management

Prioritising, estimating, assigning. Advocate for a Kanban/Scrum hybrid practice.

Career

- 2019** Embarked on a planned **career break** in April to take-stock, re-energise, and figure some things out.
- 2017** Moved to *Product* team at **TotallyMoney**, designing end-to-end, from user research through to visual design and front-end development.
- 2015** Hopped over to *Marketing* team at **TotallyMoney**, designing across all channels, from content and email, through to social media and print.
- 2013** Joined *Brand* team at **TotallyMoney** (formerly Media Ingenuity) as a **Senior Designer** in a generalist role.
- 2009** Cut my teeth working agency-side for **Metaphors**, a boutique brand agency in leafy Holland park.
- 2008** Arrived in London as a self-employed designer-for-hire. Slept on many couches.
- 2008** Completed **MA Digital Art & Technology** from i-DAT.
- 2007** Adventuring in New Zealand for a time. Made some more friends.
- 2006** Got lost in Azeroth for a time. Made some friends.
- 2005** Completed **BA (Hons) Graphic Design** from Arts University Bournemouth. Created all the animations and graphics for the end-of-year show.
- 2003** Paid summer internship creating 3D animations for POS display advertising, architectural walkthroughs.
- 2002** Completed **ND Art & Design** at Plymouth College of Art. Secured my first paid creative job taking portrait photos of a local author for an upcoming book.
- 1999** Received cease and desist from The Bitmap Brothers for Quake 3 mod "Speedball Arena".
- 1997** Spent an entire summer designing levels for the various video games when I should have really been outside.
- 1989** Wrote some code to make a white blob move across the screen on a Commodore 64 (Dad helped).

Inputs

Reading

Gamestorming

Listening to

99% Invisible

Playing

Super Mario Maker 2

Watching

Gotham

Sipping

Whiskey Sour