

Lucy Barlow

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Experience

Hakko KK, Osaka, Japan

May - present

Contracted working on unreleased Solana-related project

- Created website and brand guidelines to fit a unique brief
- Assisted in creation of voice for brand
- Gained some experience with appropriate placement for wallet adaptor libraries in a design context

Education

Ulster University, Belfast

Sept '22 - present

BDes (Hons.) Interaction Design

Year One - 2:1

Year Two - 2:1

Final Year – Achieved a first on dissertation, overall grade pending

Belfast Metropolitan College

2019 - 2022

Level 3 BTEC – Achieved top grades in Level 3 BTEC, with a D*DD (Distinction*, Distinction, Distinction).

Rathfriland Highschool

2014 - 2019

9 GCSE – Achieved 1 Distinction* on a Level 2 BTEC, and 5 C*'s, 1 C, 2 D's including a C* in Maths and English)

Personal Profile

I am a highly motivated and enthusiastic final-year Interaction Design student with a passion for creating seamless and engaging user experiences. Even before commencing my formal education in the field, I have been deeply involved in multiple side projects, honing my skills in UX design, user research, and prototyping. I am currently seeking a placement opportunity where I can apply my theoretical knowledge and practical skills to real-world challenges at a scale beyond simple side projects, while having an opportunity to work with like-minded individuals.

Skills

Personal

Resourcefulness

Proficient in problem-solving using online resources and tutorials, especially in Photoshop. Recognize the importance of collaboration, demonstrated by working closely with a developer on side projects. I use new tools when they're available too, such as utilizing AI tools like ChatGPT for helping to read dense, technical texts.

Writing and Communication

Ensured clear communication with development partner, resolving ambiguities with comprehensive notes during both personal and academic projects. Authored articles on my personal blog, lucybarlow.net, and maintained a Notion blog for university coursework.

Interdisciplinary Communication

Learned how to communicate efficiently with a developer to create public-facing webapps, and learning how to communicate with the developer and understand how to explain art and design concepts he may not be familiar with because of his specializing in functional programming. We kept clear documentation which emphasized clarity and provided thorough explanations to ensure mutual understanding.

UX Skills

Tools

Proficient in Figma through intensive use at Ulster University, utilising both prototyping and variable features, making it a pivotal part of my design toolkit. Creative cloud tools such as Photoshop, Illustrator, and InDesign for image manipulation and creation, creating icon sets, and print material.

User Research

In all projects I work with a highly user-centred approach, creating persona spectrums as a result of extensive user research, including surveys, interviews and usability testing. I believe thorough user research is the key to creating effective digital solutions.

Design Process

I work in an efficient process of sketching, wireframing and high-fidelity mock-ups, keeping clear labelling throughout.

Links

Website

[Lucybarlow.net](https://lucybarlow.net)

LinkedIn

<https://bit.ly/3FyWl6p>

References

Available upon request