

CLOVIS JACOB

VISUAL AND UX DESIGNER

A little about me...

"Hi, I'm Clovis Jacob, an enthusiastic UX and UI designer. I have successfully implemented solutions for a variety of companies and I've been working in this area for over eight years. I was born in a digital world and I am passionate about technology, digital life, design, typography... and music!"

Online portfolio

www.clovisjacob.com

Personal data

Date of birth: **23/05/1983**

Mobile number: **0449 273 922**

Email: **clovisjacob@gmail.com**

Education background

Advanced Diploma in Business and Marketing, Sydney - AUSTRALIA

Australian Pacific College - APC

Bachelor's degree in Advertising and Marketing, Brasilia - BRAZIL

University Centre of Brasilia - UniCEUB

Skills / Qualification

- Participating in user research and user requirements gathering.
- Collaborating across the business to ideate and concept User Centred Design solutions that address business, brand, market and user requirements.
- Creating sitemaps, wireframes, prototypes, visual designs and design specifications.
- Working with web developers and engineers to deliver the final product
- Development of digital solutions, ranging from concept, project, layout, development and implementation;
- Concept & design for websites, microsites, banners and newsletters; Building and updating websites using CMS & Frameworks; HTML5 & CSS3 coding;
- Expert in Adobe Business Catalyst Integration (CMS);
- Commitment to results, enhanced creativity, keen interest in continuous learning;

Referrals

Stefanie La Brooy Head of Production at
Click2it Digital
02 9698 3363

Kylie Moss Content Director at Mozo
02 9037 4366

Experience

- **Mozo**

Sep 2014 to present

www.mozo.com.au

UX/UI Designer - At Mozo, I managed the User Experience for their website and a range of additional front-end web properties and tools, which are used by more than 400,000 visitors per month. As the senior designer for my team, I managed direct reports, speak internationally about design and research, and deal directly with key stakeholders.

Responsibilities include:

- Developing, establishing, and adapting our formal UX process.
- Personally executing research and design work, including qualitative research (ex. user testing), quantitative research (ex. A/B testing), wireframing, visual design, prototyping, etc.
- Developing and executing UX strategies for accessibility
- Coordinating, prioritising, and assigning UX projects (serving as the public face for my team).
- Managing direct reports and building out a UX environment inside the team.
- Advocating for the brand through writing, speaking, and related efforts that solidify Mozo as a design leader.
- Performing micro and macro UI / UX improvements, affecting specific pages and the entire ecosystem of Mozo.

- **Vodafone**

June 2013 to Sep 2014

www.vodafone.com.au

UX/UI Designer - My role at Vodafone is to design new web applications aiming to reach the best user experience possible. Also, providing the best experience across most of devices (mobiles, tablets and desktops).

- **Optus**

Jan 2013 to Apr 2013

www.optus.com.au

UX/UI Designer - My role at Optus was to improve current pages and design new pages for the Optus portal, as well as eDMs, microsites and mobile applications with focus on the target user groups.

- **FBI Recruitment**

Aug 2012 to Dec 2012

www.fbirecruitment.com

Digital Designer - At FBI, I could experience working for great agencies around Sydney, participating of all kinds of very exciting projects. I had the pleasure of working for companies such as *Ogilvy, Saatchi and Saatchi, American Express, Nestlé*, and many others.

- **Atlas Interactive**

Nov 2011 to Jul 2012

www.atlasinteractive.com.au

Senior Digital Designer - Atlas is a 360° digital advertising agency that helps companies create engaging experiences that build brands and grow business. Here I worked closely with clients, producers, designers and developers creating visual concepts and interfaces for a range of clients from small business to enterprise level projects.