

PETER FRANCO

UI / UX Designer

- +971 567 362384
- peter@peter-franco.com
- [peterifranco](#)
- www.peter-franco.com

Skills

Software

Photoshop / Dreamweaver / Illustrator / In Design / Sketch

Languages

HTML 5 / CSS 3

Familiar with:

JQuery / LESS / SASS /

Print Design

Brochures / Flyers / Billboard / Stickers / Vehicle etc.

Digital Design

Wireframing / Prototyping / App Design / Mobile Responsive / Email / Websites / Web Apps

Academics

Preston University

Bachelors in Information Technology

St. Patricks College

Intermediate Graduate in Commerce

Courses

Dual Certificate in Multimedia Art & Technology Professional Certification in Adobe Designing & Development Tools

Experience

2017 - Present
Dubai, UAE

Geeks

UI / UX Designer

Responsibilities: Primary role is UI / UX for their internal system, app & website. On the side I am developing the company's brand, along with some print & social media for marketing.

2016 - 2017
Dubai, UAE

Scratch Communications

Digital UI Designer

Responsibilities: I designed and developed websites mainly, with the occasion of print, branding & social media.

2015 - 2016
Dubai, UAE

Campaign Works

Digital Designer

Responsibilities: My main role was to handle all the digital, but I worked closely with the creative director to do a lot of print in addition.

2012 - 2015
Dubai, UAE

Go-Gulf

UI / UX Designer

Responsibilities: I managed the creative department from in-house designers, front end developers to freelancers, I was also acting accounts manager

2009 - 2012

i3Media (UK)

Senior UI/UX Designer / Front End Designer

Responsibilities: I worked mainly as a front-end engineer and managed 3 junior devs and working closely with the dev team from UK.

In addition my involvement included working with the creative director to do designs for web mainly, print & branding(occasionally).

2007 - 2008

Plot Developers

Creative Designer

Responsibilities: I created interactive digital products/presences for clients such as Microsoft Zune / Pepsi USA / Nubian Heritage and more.

2005 - 2008

Replimedia

Senior UI/Graphic Designer

Responsibilities: My main objective was to design and build their CRM, though being the only designer I worked as an all rounder.

2003 - 2004

Curve Technologies

Web/Graphic Designer

Responsibilities: Start of my beautiful happy career, I explored everything to see what I would be truly good at.