

# Resume

Name Craig Hill

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Date of Birth 03/11/1972

Citizenship Australian

**CRAIG | HILL**  
ILLUSTRATOR | DESIGNER

# Craig Hill | Employment History

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25/01/15 – Present: Starting on a part-time contract with the media software company  
**Plex** UX Designer  
Visual Designer  
Plex as a UX/Visual Designer was a very exciting proposition - not only working with a company who's software I was an avid user and advocate for - but the opportunity to work in a truly agile and global environment. The challenges of completely new platforms and interaction paradigms has been incredibly enjoyable.

02/08/11 – 17/05/15: The blurring of lines between UX design and Visual design has never  
**Betfair Australia** Senior UX/Visual Designer  
been more apparent than in my time at Betfair. Working in a 2 person UX team meant that I had a great opportunity to dig even deeper in to the early up-front design aspects of UX design while still driving the Visual design of the Betfair desktop and mobile offerings.

14/02/13 – 20/02/15: Necessity being the mother of invention is a no truer statement than in  
**Magitest** Co-Founder  
Product Director  
the evolution of Magitest. Frustrated with the lack of easy and effective solutions for recording user testing sessions on mobile devices. Myself and my business partner designed, built and marketed one. Magitest was the first product available to record user testing interactions, session dialogue and screen activity for both online and native iOS applications.

07/06/04 – 01/08/11: Originally hired to Seek in an Interface Designer position residing  
**SEEK Ltd.** Senior UX/Visual Designer  
within IT I formed great relationships within that department as well as familiarising myself with Seek's development architecture & practices. In time I transitioned in to the Product Team & took on the role of Visual Designer.

Over time UX came to the forefront and I began working with a growing team of UX Designers, my key role was to support the UX Designers in the transition from their wireframed designs to fully on-brand interfaces.

My history with HTML and my unwavering love of interaction design resulted in a terrifically flat structure where collaborative design was thoroughly championed and my constant questioning and testing of wireframes was always valued.

After such a long tenure at SEEK it was highly satisfying to leave being completely satisfied with the state of design and interaction on the SEEK jobs site and iOS app.

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- 03/01/01 – 27/05/04:  
**DeadFish Design**  
Web/Graphic Designer
- Working in the small nimble & steadily growing team of DeadFish Design allowed me to dive deeply in to other disciplines of design including print, branding, Flash programming & video animation.
- Highlights included the creation of Telstra Wholesale's initial web presence, including a robust online style-guide. I also had the opportunity to code and design flash games & acquire motion design skills.
- 14/03/00 – 21/11/00:  
**Sausage Software**  
Web Designer
- Sausage Software was a tremendous experience & an interesting introduction to a truly wide reaching client list including The Melbourne F1 & SuperBike Grand Prix, The Melbourne Symphony Orchestra & the initial digital offering of the Encyclopedia Britannica.
- One of the most incredible opportunities Sausage allowed me was the people in the design team. A truly inspiring time in web design found me collaboratively learning more in the 8 months than I would have ever believed possible.
- 05/05/99 – 10/03/00:  
**Ocean Internet**  
Web Designer
- My first professional Web Design appointment allowed me to be thrown in the deep end of commercial online design & development. The sole designer in a traditionally code driven environment I had to learn quickly on how to communicate with both clients & professional peers.
- Hired equally for my HTML skills as well as my design proficiency the role at Ocean gave me a deep appreciation for the importance of solid technical knowledge for a well rounded interaction designer to which I hold & nurture to this day.

# Craig Hill | Education History

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2005 Object Training	Introduction to ASP .NET	General coding standards ASP .NET coding principles Basic SQL structure
2000 Hiser	UI Design Fundamentals	UI Design Fundamentals Theory of User based design Basic interface solutions Internet & Multimedia usability.
1999 Teletch Australia	Advanced Internet Support	Internet Connectivity Customer support. Customer Communication Telephony skills.
1994 Frankston TAFE	Advanced Certificate Art & Design (Illustration) Level: 2nd Year	Major: Illustration Minor: Graphic Design
1992 - 1993 East Gippsland TAFE	Advanced Certificate Art & Design (Fine Art) Level: 2nd Year	Major: Painting Minor: Sculpture
1985 - 1990 Sale High School	Secondary School (VCE)	Graphic Communication Art & Design English Mathematics Economics