



Stephen **Rea**
CV

Stephen Rea

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//With 22 years of design experience Stephen has worked with numerous clients helping them to envisage their business goals by creating outstanding designs that put the customer at the heart of the product. This encompasses a broad portfolio of design achievements which covers service design, mobile applications, interactive products & games, along with product and architectural visualization. Adding to this Stephen has also worked as an Autodesk and Adobe instructor, teaching and mentoring literally hundreds of people and now gives his knowledge away for free on YouTube.

Stephen has helped to introduce, lead and manage User Centred Design practices

with an emphasis on lean agile methods which govern all of the design work he directs. The effect of this has been to help the companies Stephen has worked with to be more design lead in their thinking and thus more customer focused in their approach to services and products. This has meant in many instances having to build up or re-structure the design teams and their workflows and practices to make them more agile and customer focused.

At the end of the day Stephen still loves being a designer. At the heart of everything he does is a desire to produce designs that are truly beautiful because they balance both the desire to innovate with business needs and still keep the needs of the user central at all times.

Passionate designer
Creative thinker
Experienced leader



//Stephen's Career History

Stephen is a versatile and experienced design leader with a broad portfolio of design achievements across multiple digital platforms.

He is level headed, astute and commercially-minded with strong organisational and people management skills.

Current position

Company: Hogarth Worldwide

Job title: Head of UX & Design

Date: 2017 - present

- Highly developed leadership and management capabilities including, team build & scaling of on-shore, near-shore & off-shore teams as well as mentoring teams.
- Skilled in supporting client engagements and business efforts by providing best strategic direction.
- Thought leadership in support of a User Centred Design approach and processes across the business.
- Establishment of best in class tool chains, ways of working and deliverable documentation.
- Budget planning & resource management and forecasting at a project & program level.
- Passionate design & creative thinker with experience across multiple sectors and all levels.

Highlights

- Design leader for multiple global brands web & mobile estates such as Nestle, Santander, British American Tobacco & Orange.
- Managing design budgets in excess of 0.5M€ whilst working with and shaping globally distributed teams.
- Creating large scale OS level ecosystems for the Orange brand of mobile smart phones.
- Running my own small studio for five years and becoming a Certified Autodesk Expert and an Adobe Certified Expert in a range of graphic & visual effect software packages.

previous

- Company:** Orange France Telecom
Job title: Lead Design Manager
Date: 2014 - 2017
- Company:** Blackthorn Technologies Ltd
Job title: Head of Design
Date: 2013 - 2014
- Company:** Chelsea Apps Factory
Job title: Lead UX / UI Designer
Date: 2012 - 2013
- Company:** Hooplo Media
Job title: Lead UX / UI designer
Date: 2012 - 2012 - contract
- Company:** Square Enix
Job title: Art Director - Beautiful Game Studios
Date: 2010 - 2012
- Company:** Neatsphere Studios
Job title: Owner
Date: 2005 - 2010
- Company:** Lead Artist
Job title: Ideaworks Game Studio
Date: 2004 - 2005
- Company:** Superscape
Job title: Senior Designer
Date: 2000 - 2004
- Company:** Superscape
Job title: Designer
Date: 1997 - 1999
- Company:** Gee Broadcast Systems
Job title: Demo Artist
Date: 1995 - 1997