Sam Davies

I am a multi-disciplined Designer with a diverse range of technical and creative skills. My primary focus is UI / UX and Product Design specialising in audio hardware and software design. However, I also have experience in working with audio, web design and development, branding, electronics, digital art and video. I learn new tools and skills quickly, bring unique ideas to the table and enjoy creating and perfecting beautiful designs. I work well within teams or individually and comfortably hit deadlines without needing to be micro managed. I am quick to adapt and overcome problems thanks to my laid back personality and creative thinking skills.

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☺ 19 April 1990

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Skills

Highly creative
Learn new skills quickly
Detail-oriented
Adaptable and multi-disciplined

Design
Illustrator / Photoshop / Indesign / Premier Pro / XD / Figma / Solidworks

Development
C++ / JUCE / Qt / Max/MSP / HTML / CSS / Javascript

Audio + Music
Logic Pro / Ableton Live / Synthesis / Sound Design / Studio Recording / Trumpet / Drums / Bass Guitar / Piano

Sports + Hobbies
Rugby / Tennis / Golf / Surfing / Snowboarding / Skiing

Experience

2023 - present - LAWO - Product Designer
Lawo designs and manufactures pioneering video, audio, control and monitoring technology for broadcast, performing arts, install and corporate applications.

2023 - Pretty Good Digial - Creative Developer
Pretty Good are a digital marketing agency servicing the music and entertainment sectors. Their clients include Atlantic Records, EMI, WMG, Parlophone, Virgin Records and many more.

2013 - 2023 - Modal Electronics - Designer
An electronic musical instrument company designing and manufacturing innovative 'Machines for Musicians'

2011 - 2013 - Nu Desine - Digital Artist
Nu Desine designed an innovative new musical interface called the AlphaSphere.

Education

2008 - 2011 University of the West of England
BA(Hons) Audio and Music Technology First Class Honours. Prizes for Best Music Technology Final Year Project 2011 and Best Multimedia Project 2011. For my final year project I built a table-based Tangible User Interface inspired by the Reactable for live performance.

2006 - 2008 College of Richard Collyer
A Level Product Design Graphics - A
A Level Electronics - A
A Level Music Technology - B
A Level Art and Design - C

2001 - 2006 Tanbridge House School
Ten GCSE's including five A* ,four A and a B grades including Music, Art, Graphics, French and History.