

Nick Blackford



PROFILE

I've been obsessed with digital design since I discovered Jasc Paint Shop Pro in 1997. Things have moved on a lot since then and today I'm a professional designer (and mac convert) with experience working in-house at Disney, Pottermore and Sony PlayStation. I love to problem-solve, make things look beautiful and improve user experiences.

I also love to read, write, play videogames and watch movies. When there's time I enjoy a bit of drawing too.

CONTACT

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EDUCATION



A LEVELS

English (A)
Art (A)
Media Studies (A)



FOUNDATION DIPLOMA

Fine Art Moving
Image



University of Sussex



BA 2:1

English Literature
& Media Studies

WORK



RUNNER / JUNIOR DESIGNER / April 2008 - May 2011

I was promoted to a position as a designer for KEO digital after eight months. I created the graphics for and authorised retail DVDs for *River Cottage* and worked in promoting various TV productions through online channels.



CREATIVE PRODUCER / May 2011 - July 2012

Seven months after joining Disney as an Assistant Creative Producer I was promoted to Creative Producer. My responsibilities included designing and managing all online creative content for the UK, French and German websites for Disney Store. I also managed a Junior Designer.



DIGITAL DESIGNER / July 2012 - October 2014

I joined Pottermore as their first in-house designer. My responsibilities included using Adobe Fireworks and Photoshop to design for Pottermore and its retail platform, the Pottermore Shop. I created brand guidelines and implemented them across all channels. I also managed a Junior Designer, worked across physical poster campaigns, presentations, and video production.

SONY



COMPUTER
ENTERTAINMENT

ONLINE DESIGNER / October 2014 - Present

I currently work at Sony Computer Entertainment Europe. I create, manage and deliver creative content for playstation.com and for all supported European territories. I help to maintain the high level of creativity, consistency and quality expected from the PlayStation brand.