

# TJ Dhillon

## Product designer

0431 425 496 <http://www.terj.in> [terjin@gmail.com](mailto:terjin@gmail.com)

## Experience

### Australia Post

2016 - 2018

### Lead product designer

Heavily involved in designing the product working along side product owners and platform architects, liaising with researchers, creating prototypes for research efforts, created and maintained a design system to ensure consistency across the platform and guiding senior designers on the ins and outs of mobile design.

### CatchofTheDay

2013 - 2016

### Product designer

Solo designer working on web & mobile app UX/UI design and product development for Catch, Scoopon & EatNow. Heavily involved in strategy, concepts and marketing.

### Two Bulls

2012 - 2013

### Designer

Initially contracted to work on the GroceryRun iPad app, this ended up being a full time position. Designed both apps and websites for clients such as GroceryRun, Metro Trains, Sesame Street, Merrill Lynch and helped with design work for internal products.

### ESPN Footytips

2011 - 2012

### Front end mobile app developer

Primarily worked on their mobile tipping app & standalone live score apps. Transitioned a lot of my work to their website and refactored a lot of front end code in favour of a shared component structure for faster iterations and releases.

## Education

### Monash University

2006 - 2007

### Master of Business Systems

Integrated curriculum from the schools of computer science, business and finance focusing on the application of IT in the business world.

### University of Queensland

2004 - 2005

### Bachelor of Information Technology

Integrated curriculum from the schools of computer science, human computer interaction, engineering and psychology.

## Skills & Proficiency

Design with a focus on design systems; native app design (iOS & Android); front-end development with a focus on (S)CSS architecture and design systems; JavaScript, Git SCM; Prototyping; Research and usability testing methodologies.

## Tools

### Ideation

Pen and paper, Paper iOS app

### Research & Usability testing

Pen and paper, Lookback.io, Hi-fi prototypes

### Customer journeys & lo - fi prototyping

Pen and paper, Sketch, Photoshop CC

### Web design

(S)CSS, Flexbox, CSS Grids, Sketch, Git SCM

### Native app design

Pen and paper, iOS & Material Design HIG, Sketch, Photoshop CC

### Prototyping & Animation

HTML, Invision app, Flinto, Origami