

CHRISTOPHER LARKIN

UX & Service Designer | Graphic Designer

☎ 07557300851

@cmlarkin@btinternet.com

🌐 [linkedin.com/in/christopher-larkin-686a2a1b8/](https://www.linkedin.com/in/christopher-larkin-686a2a1b8/) 📍 Bangor, County Down

PORTFOLIO

Visit my website to view my portfolio:

<https://www.christopher-larkin-innovations.com>

PERSONAL PROFILE

- Highly motivated graduate who is creative and able to generate ideas through research development, evaluation and application.
- Creates impactful designs for users by incorporating methods such as; Double Diamond, Scamper, 6 Hats, Service Blueprints, Journey and Empathy Maps, 5 stages of Design Thinking, User Personas and User Surveys.
- Experienced in social media, branding, typography and designing for print.
- Able to adapt, manage deadlines and work both in a team and individually.

QUALIFICATIONS

Master of Arts - User Experience and Service Design with Distinction

[Ulster University - Belfast, Northern Ireland](#)

📅 2023 - 2024

BDes (Hons) Graphic Design and Illustration Graduated with a 2:1

[Ulster University - Belfast, Northern Ireland](#)

📅 2020 - 2023

Art and Design with Integrated Foundation Specialisms

[Ulster University - Belfast, Northern Ireland](#)

📅 2019 - 2020

WORK EXPERIENCE

GetSociable - Designer / Developer

📅 10 March 2025 - 4 May 2025

- GetSociable is an app that aims to connect businesses with consumers by showcasing Venues, Live Events & Entertainment, Food & Drink, Promos, and making tailored recommendations.
 - I developed social media content using videos, images and following brand guidelines to promote the app to new consumers which ranged from Instagram stories, voxpop interviews with consumers, business overviews and app showcases.
 - I have created multiple branded assets for GetSociable to make the content feel engaging for consumers such as an animated outro with the GetSociable logo, updated stock image mock-ups, billboard previews, updated phone previews for the app store and a monthly newsletter for events.
 - Managed recording and sound quality for two Belfast voxpop interview posts with a work colleague. I was responsible for making sure the content was properly recorded and had the right time durations for the post.
 - I demonstrated problem solving, creativity and time management skills when creating content for GetSociable. I also showed adaptability, flexibility and teamwork skills when working and discussing feedback with work colleagues.
-

Seacourt Print Workshop - Printer

📅 13 - 17 June 2016 📅 5 - 9 February 2018

- Gained expertise in specialist printmaking techniques, some examples were:
- Developing Photo Intaglio
- Lithography
- Etching
- Screen Printing

PROJECTS

> GetSociable Briefs:

- **Belfast vs Liverpool Instagram Post:** This brief focused on covering aspects of both GetSociable locations favourite venues, bands, actors, tv series, food and weather. I edited this content through Canva and added high quality images, a word border and captions that would engage consumers to check out the post.
- **InterNations Belfast Community Event Post:** I created an Instagram video that showcased the venue for this event, Novelli at City Quays and opinions of Belfast from InterNation members. I was provided with a wide range of interviews and panning shots that was organised through developing a storyboard to decide how the content would be presented and rating the answers in the interviews.
- **March Pay Day Weekday & Mother's Day Recording Session:** I worked on an Instagram video campaign where I had to film various venues around Belfast that were holding weekday events on the GetSociable app with a voiceover provided by a work colleague. This recording session required me to use different camera angles, decide on time durations and frame elements correctly.

> Masters Final Project: A Wellbeing App called JourniMate

- I designed a personal wellbeing app which has a unique artificial intelligence feature.
- This included an AI chatbot focusing on the individual's wellbeing through mood tracking, providing suggestions for social meetups with new groups and friends, activities related to their interests, and finally tools to promote independence and organisational skills.
- I created an app prototype and video using Figma and Adobe After Effects.

> Completed a Big Motive Live Project, Creating a Solution for Tech Enabled Health Care at Home

- This group project included gathering information from surveys from patients and healthcare professionals.
- Developed a paper, lo-fi and hi-fi wireframe.
- Developed a healthcare application prototype which was presented to Big Motive live.

> Completed a Sustainable Group Design Project

- Developed an interactive website about ethical food production. My research involved looking at 2023 Agenda for Sustainable Goals set out by the United Nations.
- Presented the product to an audience for questions and feedback.

> Individual Design Thinking Project: A Wearable Collar for Pets

- Used design methodologies to make an effective user design product.
- Used relevant research to create personas who would want to use the product.

> Design of a Photographically Led Publication with a Focus on Climate Change

- Used a strategy to support my own creative concept.
- Creation of a publication name, with a masthead logo type design.
- Printed by Northside Graphics, Belfast using a saddle stitched design.

> Design of an Original Limited Edition 12 inch Gatefold Record Sleeve, Inner Sleeve

- Used typography, photography, shapes, and textures. I created mock-up merchandise and an audible Instagram video to promote the album.
- Printed by Northside Graphics, Belfast using a saddle stitched design.

TECHNICAL SKILLS

Adobe (Lightroom, After Effects, Photoshop, Illustrator, Indesign)

Microsoft 365 (Outlook, Publisher, Word, PowerPoint and Excel)

SolidWorks

Clip Studio Paint

Figma

Miro

Notion

CapCut

MailChimp

Canva

Qualitative Research

User Research

Wireframing

Prototyping

Usability Testing

Digital video creation and editing

Experience in using Apple Mac software

PERSONAL SKILLS

Creativity

Problem Solving

Collaboration

Leadership Experience

Hard Working

Adaptability

Team Worker

Good Time Management

INTERESTS

- Member of Queen's University – Dragon Slayers Gaming Society.
- Keeping up to date with new trends in UX/UI & Graphic Design through reading articles and media.
- Keen photographer and incorporating images into my designs.
- Drawing digital art – using a Wacom Cintiq graphic tablet.
- Posting my work and designs on social media.
- Fitness – member of Aurora gym, Bangor.
- Listening to music and singing in St Galls Church Choir, Bangor.
- Following and supporting my local ice hockey team.