

Fabian Kearns

Creative and results-oriented Graphic and UX Designer with over 13 years of professional experience in print and digital media. Proven expertise in designing user-centric interfaces, creating brand visuals, and managing multiple projects. Adept at collaborating with cross-functional teams to deliver high-quality design solutions. Passionate about innovation, problem-solving, and artistic expression.



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Recent Experience

DAC Group

Graphic / UX Designer, Toronto

2023 – NOW

- Delivered high-quality, responsive websites and landing pages using Figma.
- Complied with accessibility standards by using appropriate font sizes and colour contrast checkers.
- Participated in UX audits and heuristic evaluations to identify and resolve user issues.
- Translated wireframes into high fidelity prototypes and presented them for client approval.
- Conducted A/B testing for design elements such as buttons, iconography, images, and layout.
- Created design systems using components to ensure consistency.
- Provided concepts for ad campaigns, resulting in engagement rates increasing by 59% and conversion up 76% above average.
- Used After Effects and Premiere Pro for video editing, enhancing internal communications and client presentations.

Appspace

Graphic / UX Designer, Remote

2021 – 2022

- Applied UX design principles in designing user-friendly blog layouts, email templates, and newsletters using Hubspot.
- Designed print and digital collateral for global clients across multiple languages and formats.
- Produced engaging video content for social media posts.
- Created and maintained design templates for multiple departments.
- Enhanced design skills through LinkedIn Learning, mastering tools like Figma.

SimEx-Iwerks Entertainment

Graphic Designer, Toronto

2015 – 2021

- Led the design of "The Simpsons in 4D", creating character illustrations, themed signage, and merchandise while adhering to IP guidelines.
- Collaborated with major entertainment studios (Disney, FOX, Warner Bros., BBC, Nickelodeon) to deliver creative assets that met brand standards.
- Designed a wide range of print and digital assets, including billboards, brochures, and social media graphics for international audiences.
- Worked with cross-functional teams (animators, engineers, architects) to ensure cohesive design execution.
- Adapted design assets for international campaigns, ensuring multilingual compatibility and regional relevance.

Education

UX Design Fundamentals / UI Design 2024

George Brown College of Continuing Education

Visual Communication 2007 – 2011

Institute of Art, Design & Technology

Advanced Skills

ADOBE CREATIVE SUITE

FIGMA

MICROSOFT OFFICE

PHOTOGRAPHY

Design Skills

UX/UI DESIGN

WIREFRAMING

PROTOTYPING

ACCESSIBILITY

USABILITY TESTING

RESPONSIVE DESIGN

A.I. UTILISATION

LAYOUT

TYPOGRAPHY

PRINT DESIGN

DIGITAL DESIGN

Soft Skills

PROBLEM-SOLVING

COMMUNICATION

PRESENTATION

COLLABORATION

ATTENTION TO DETAIL

DEADLINE DRIVEN