

Rebecca Hodge

07950 211 102 | rebeccahodge3@gmail.com | rebeccahodge.co.uk

Experience Designer | Lighting Designer

MA User Experience Design
University of Arts, London
Distinction grade
October 2022 - December 2023

- Advancing my expertise in UX Design through a Master's degree, grounded in human-centered design principles, and a demonstrated examples of creating impactful experiences.
- Specializing in crafting user experiences, employing ethnographic research, sketching, and physical prototyping to deliver tangible products that seamlessly integrate aesthetics, functionality, and user satisfaction.
- **Final Major Project: Circus.** A creative probe toolkit to engage people in conversations about their experiences, thoughts and feelings on money and its impact on our lives. .

Total Design Solutions
Lighting Consultant
February 2022 - present

- Applying previous experience to undertake short and long-term contracts, offering specialised support for lighting design consultancies/clients.
- Providing strategic advice and assistance to companies on procedures and documentation, emphasizing clarity in conveying both creative and technical information.

Foundry London
Senior Lighting Designer
April 2020 - January 2022

- Ensuring elevated levels of creative design and technical output within all documentation, maintaining alignment with project objectives.
- Engaging with end clients, design team members, and stakeholders to extract core information and research relevant to the design narrative. Establishing a solid foundation for creative and technical endeavors, and collaborating effectively with multidisciplinary teams for optimal outcomes.
- Autonomously managing multiple consecutive projects, adapting to changing situations with a solution-focused attitude.
- Representing the company at industry events, including trade shows, talks, manufacturer visits, conferences, and award ceremonies.

Nulty
Senior / Team Leader / Lighting Designer
June 2014 - March 2020

- Designing, managing, and overseeing team projects across various sectors, ensuring smooth operation and profitability.
- Demonstrating a comprehensive understanding of both personal and company roles, positions, and responsibilities within a project Design Team.
- Prioritizing Continued Professional Development, actively staying updated on current and emerging technologies for personal and team growth.

BA Hons Industrial Design with Professional Practice 2:1
Brunel University
September 2010 - June 2014

- Completing a four-year sandwich degree that enhanced the design process through modules covering manufacturing, graphic design, environmental issues, branding, and business innovation. Each module included practical applications through live briefs or case studies.
- **Final project: Collaborating with the Brain Injury Rehabilitation Trust on the Empower Shower,** redesigning the showering experience to promote independence for traumatic brain injury survivors. The design process involved academic study, technical expertise from industry professionals, guided interviews with center staff, and extensive user testing with participatory design methods.

Skills and Softwares

Basic

- Solidworks
- Figma
- Adobe Premiere Pro/Rush
- Photography and film-making
- Arduino coding and electronics

Advanced

- InDesign, Photoshop
- Illustrator (ACP Certified)
- Dialux 4 + Dialux Evo
- REVIT, AutoCAD
- Word, Excel
- Physical prototyping

Interests

- Podcasts: Listening to varied speakers and topics such as the Economist, New Scientist, and Women's Hour to keep abreast of current trends and topics.
- Reading a variety of non-fiction books to learn more about different perspectives.
- Proactively helping students at LCC by becoming a Peer Mentor, assisting with their development by setting and achieving goals and general support (ongoing).

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