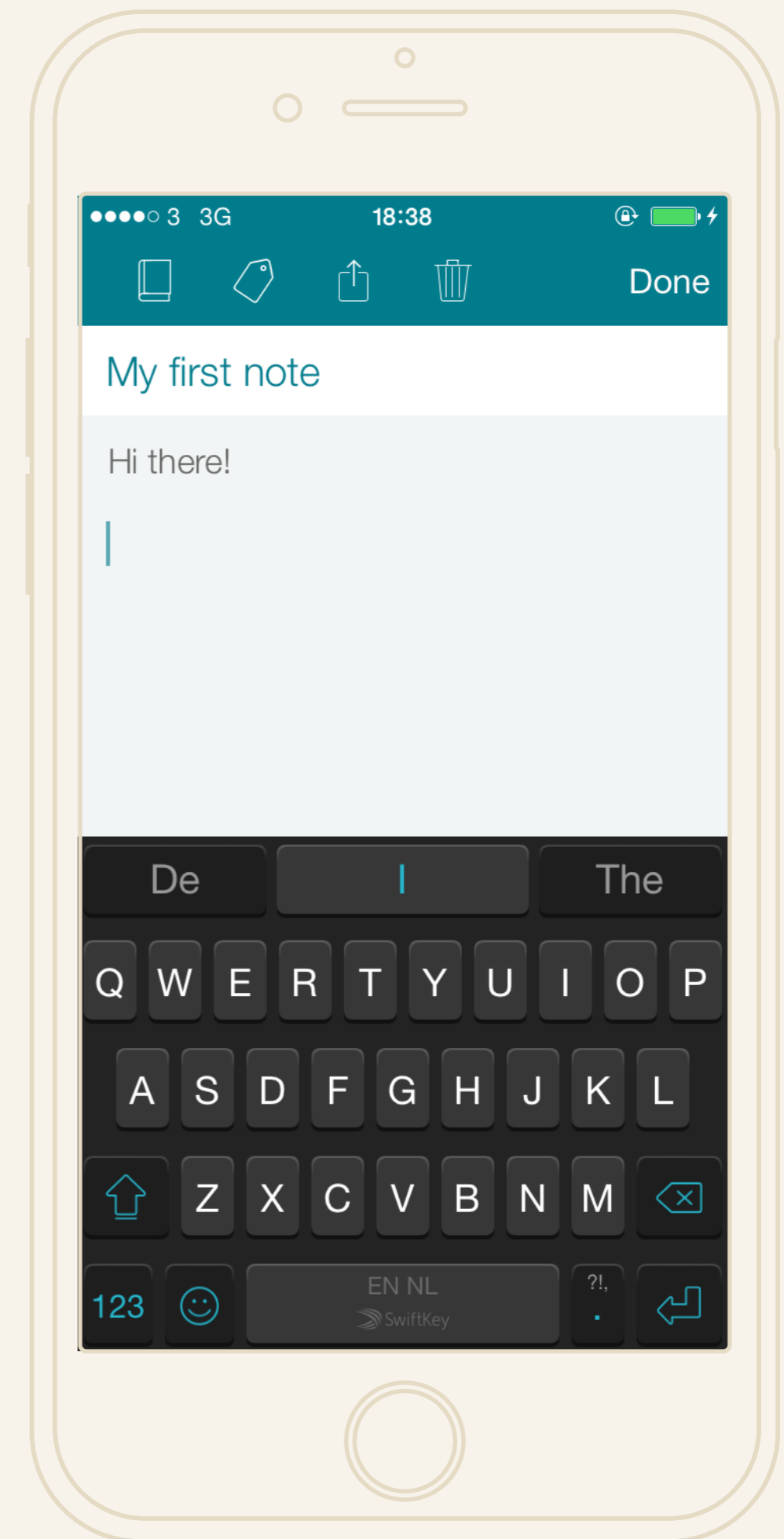
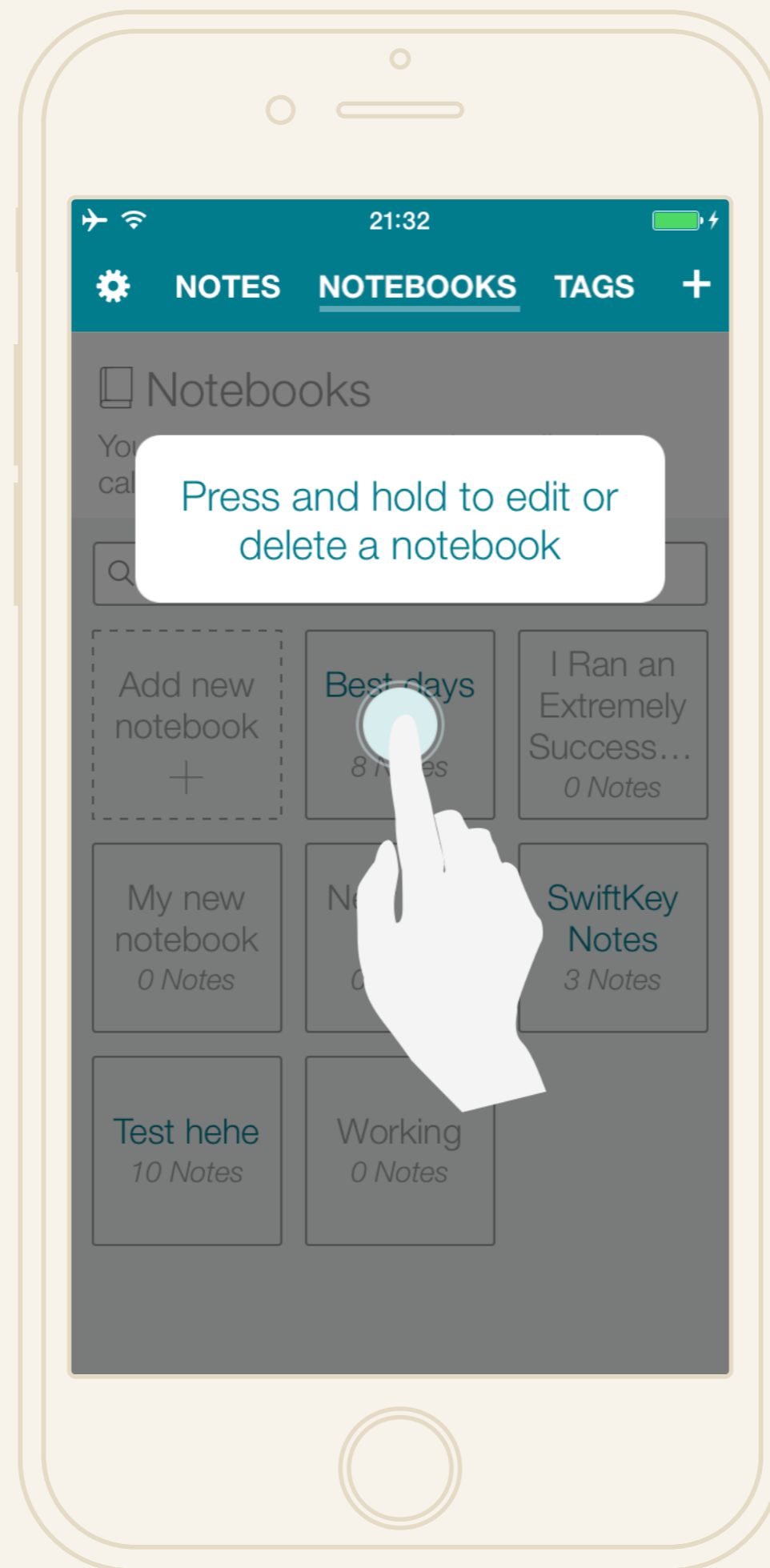
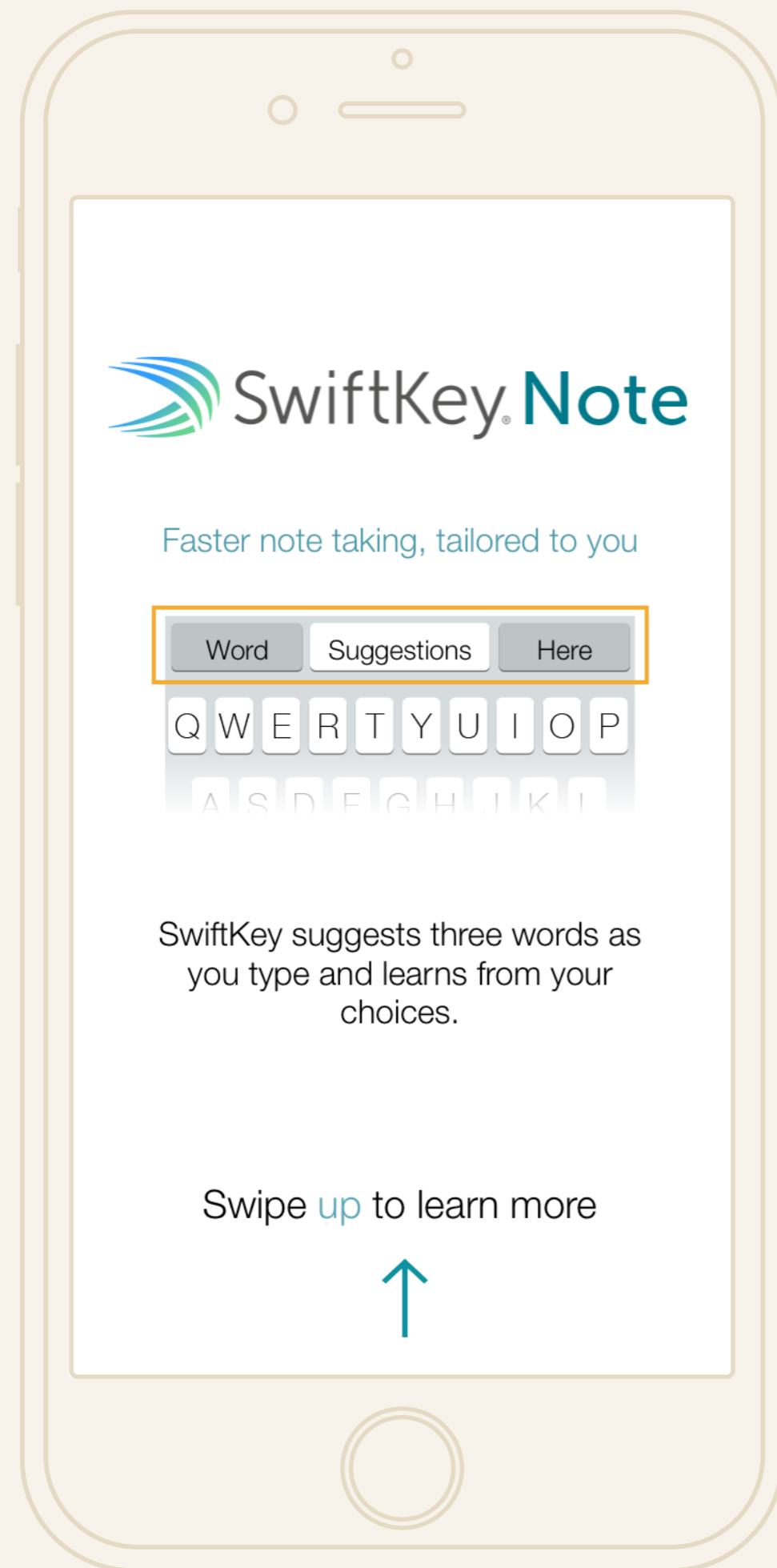


**MAXIM CRAMER PORTFOLIO**

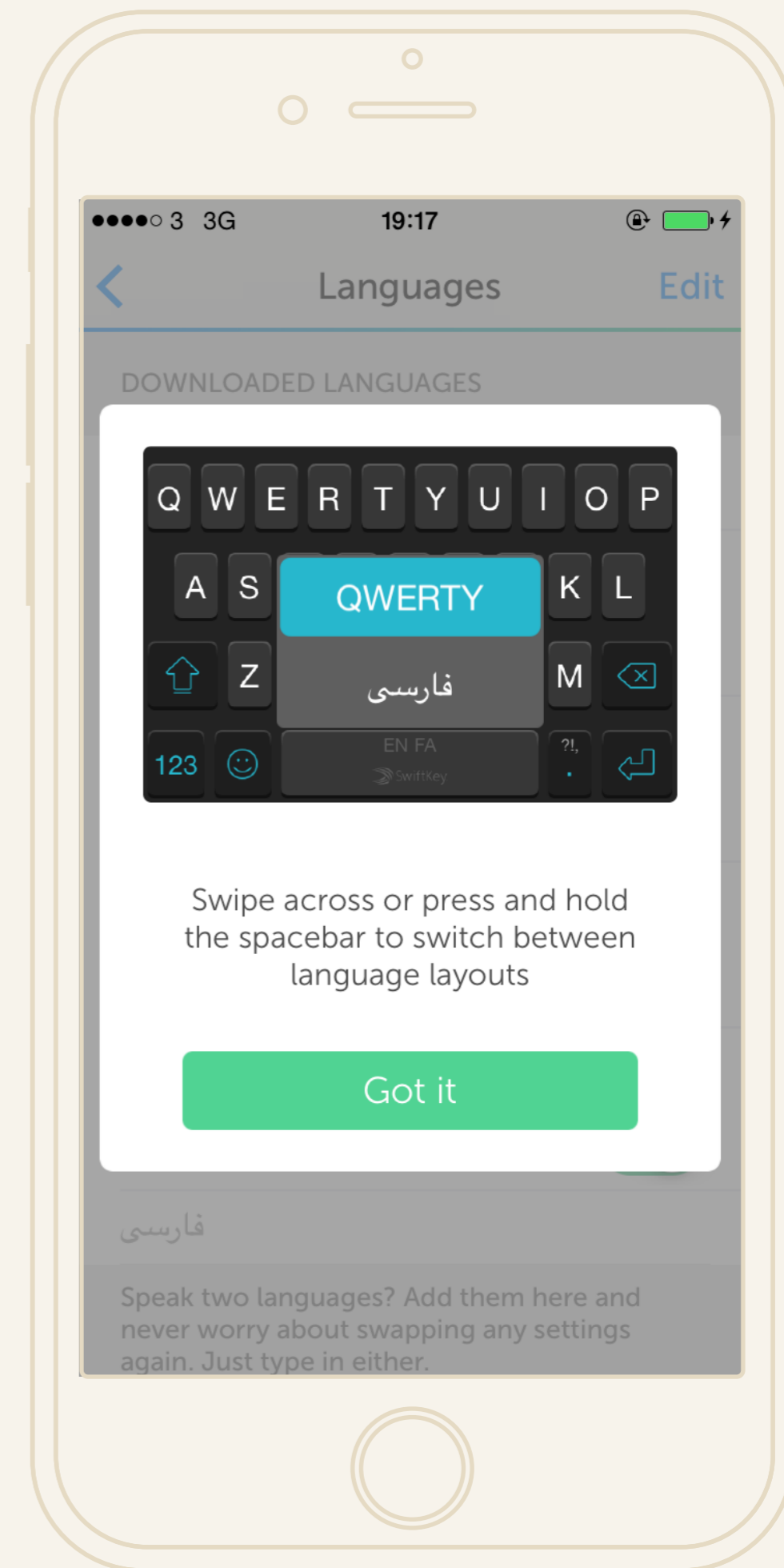
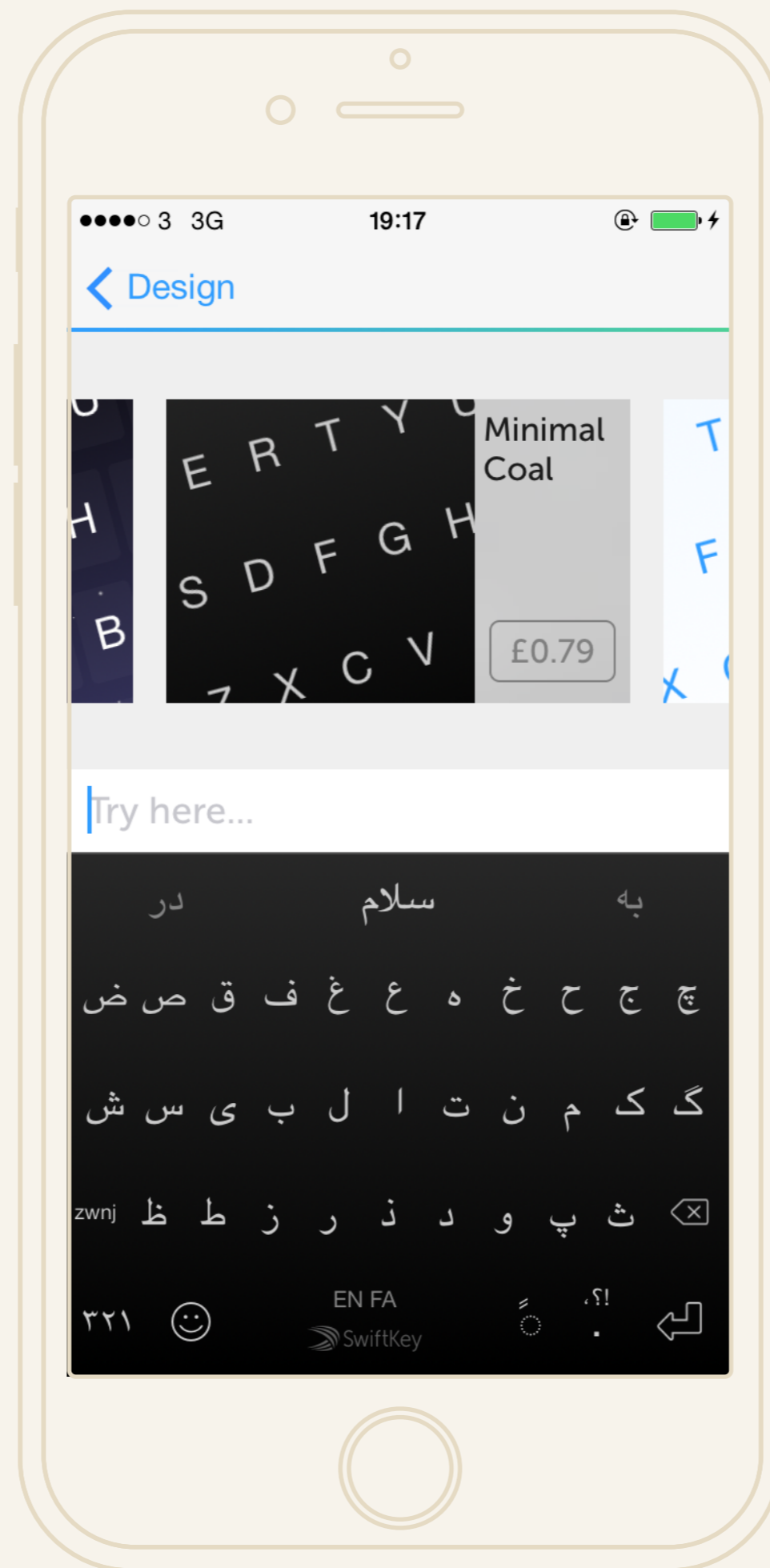
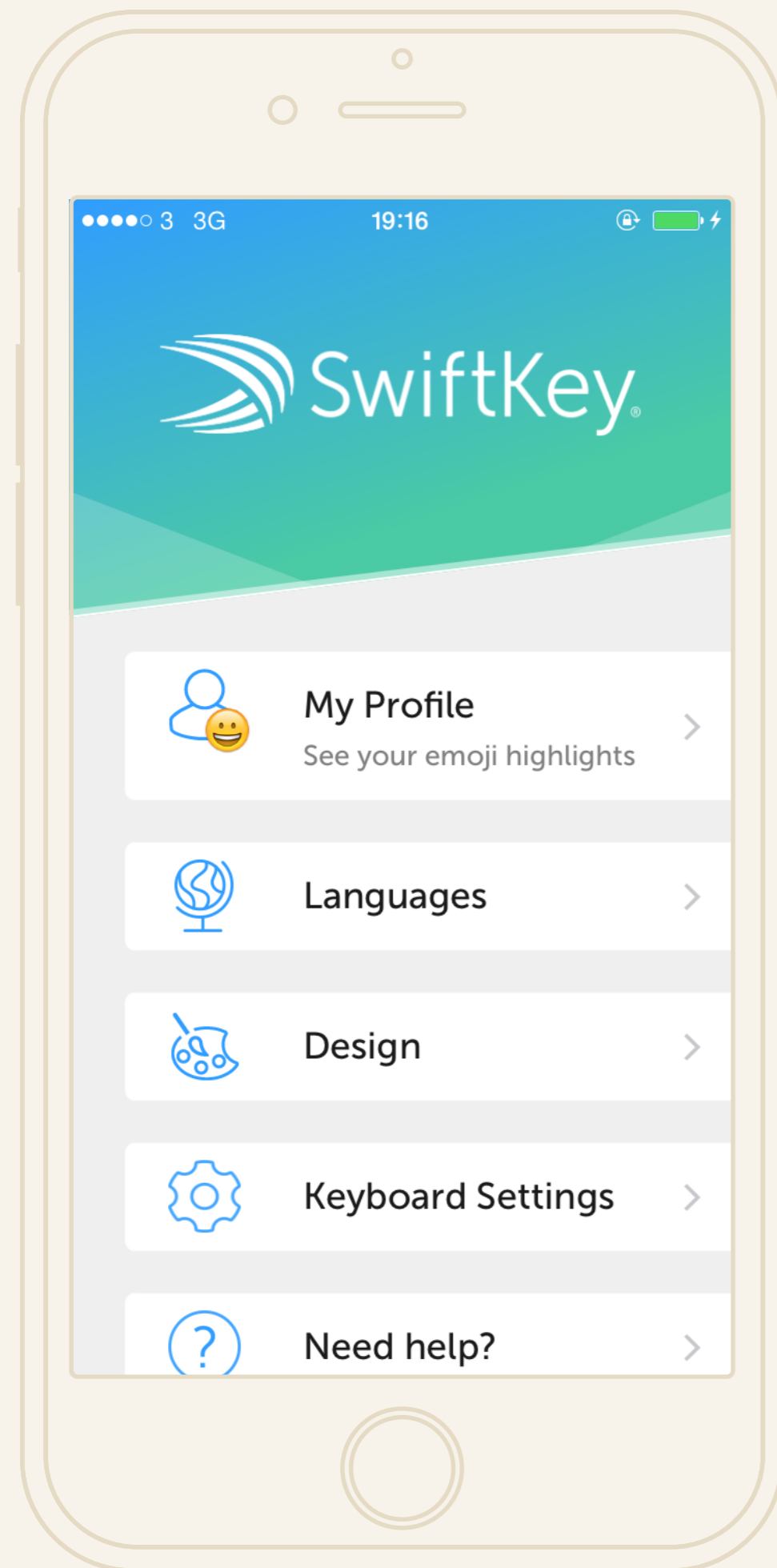


# SWIFTKEY NOTE DEVELOPER/PART-TIME DESIGNER

Featured by Apple (New & Noteworthy) + Editors choice. 1M downloads / first month.

Code: Text formatting, settings, landscape optimisations, general development.

Design: Capability to add/edit/delete notebooks and tags, landscape, coachmarks, assets.



## SWIFTKEY KEYBOARD DEVELOPER/UX DESIGNER

Featured by Apple, The Verge: “Best iOS Keyboard”, 1M+ downloads & #1 free app on launch.

Code: Theming engine, Right to Left languages (Arabic, Farsi, Hebrew), punctuation slider.

Design: Onboarding re-design, RTL languages research, prototyping keyboard features.

# OCCASIONAL SPEAKER ON BRIDGING DESIGN AND DEVELOPMENT

**USERS! NOW WHAT?** Beyond Conf, London 2015

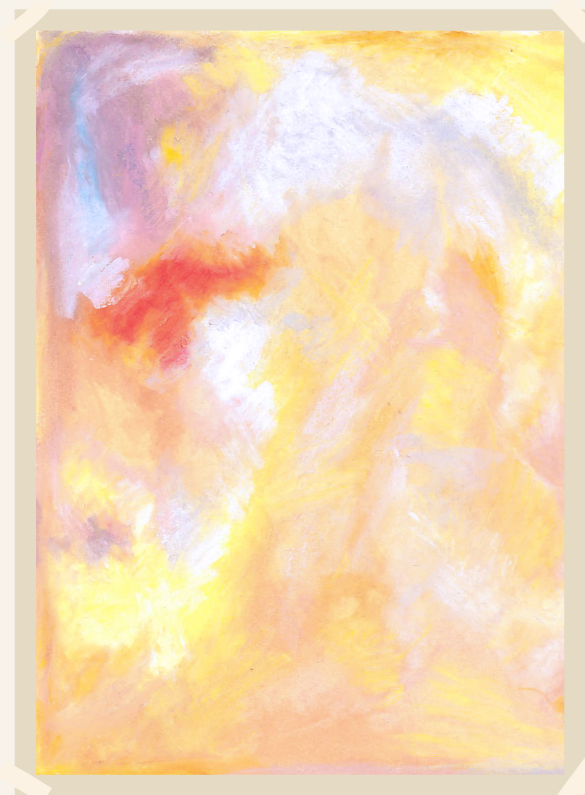
**USABILITY STUDIES - VALIDATING YOUR WORK WITH REAL PEOPLE** PragmaConf, Florence 2015

**CREATING USABLE APPS** iOSDevUK, Aberystwyth 2015

**A JOURNEY INTO DESIGN** UIKonf, Berlin 2015

**RUNNING USABILITY SESSIONS** Design and Banter, London 2015

**USERS DON'T BITE** iOSDevUK, Aberystwith 2014 - NSSpain, Logroño 2014



**HOBBIEST SKETCHER OCCASIONAL PAINTER**

Because it's fun and I like art.