

ARE WE A GOOD MATCH?

I love connecting and working with new people, but sometimes it just isn't an instant match and that isn't anyone's fault! While I do my best to accommodate your needs and support you with your business journey, our styles and processes just may not sync up.

If you do love my work and aesthetic but cannot tick some of these boxes, please still get in touch as we might be able to come up with a way to work around them. Or I also have a list of recommended designers who may be a better fit for the job!

DEFINITELY YES, IF:	NOT SO MUCH, IF:
☒ You are ready to launch your project and have all the details ready to go to start the design process. ☒ You love the styles of my recent work and aesthetic. ☒ You understand this is a collaborative effort, we will be a team! ☒ You can ensure you can meet all timelines, deadlines and provide open communication. ☒ You are willing to give me design freedom according to your vision. ☒ You want a designer that will 100% back your idea and loves to see your endeavour succeed. ☒ You are committed to the process. ☒ You understand that good design cannot be rushed. ☒ You are passionate, love your business, respectful, kind and excited to get started!	☐ You are not sure where you want your business to go or what content you need to start. ☐ You don't have quite enough clarity yet on your target audience. ☐ You do not value the time and effort that goes into a project and will try and haggle over pricing. ☐ You are not open to new design ideas and layouts. ☐ You need every design detail to be exactly the way you think it should be. ☐ You do not connect with the styles of my recent work and aesthetic. ☐ You don't have the time yet to commit to a project and can't ensure consistent communication. ☐ You are prone to temper tantrums /tend to be rude if things aren't going your way. ☐ You self-identify as 'picky'
DID YOU TICK MOSTLY YES? GET IN TOUCH	DID YOU TICK MOSTLY NO? STILL GET IN TOUCH For other designer recommendations or to discuss your needs further.