

Hi I'm Paul, a multi disciplinary product designer.

I have over 8 years of professional experience, working across a wide range of projects with global in-house brands, as a freelancer and in agencies.

I specialise in:

UX UI User Testing User Research Product Discovery
Product Delivery Wireframing Prototyping Design Systems
Data Analysis HTML5 Animation Illustration



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Platforms I use:



Ballpark



Employment history:

Product designer

UNiDAYS

2022 - 2024



My most recent role was with UNiDAYS, the worlds largest student attribution network. Working on the product design team, I was assigned to the partner solutions scrum for the first year of my employment, where I designed product solutions for the brands 800+ partners. I also worked on the core website, creating new user flows and fresh user interfaces to keep the site relevant to target users.

My responsibilities included -

- Managing product design projects within the partner solutions team.
- Following the UX design process to ensure user focused products.
- Collaborating with various other specialists such as engineers, product managers and QA.
- Working alongside the product design team, adhering to brand guidelines and quality assurance.
- Using and building design systems on Figma.
- Regularly presenting projects back to the wider business.
- Managing various stakeholders throughout the business and brand partners.

Product designer (3 Month contract)



Find My Past

April - July 2022

My responsibilities included -

- Managing product design projects from inception to shipping
- Creating wireframes, user flows and hi-fidelity prototypes
- Using A/B testing to determine the best design outcome, based on valuable feedback - Presenting prototypes to company directors and stakeholders to gather feedback
- Preparing and conducting research workshops
- Working alongside subject matter experts to fully realise their vision
- Working as a member of a wider product design team

Product designer (3 Month contract)



The Vegan Kind

January - April 2022

My responsibilities included -

- Redesigning their current website using a full UX iterative process
- Researching their objectives for the future in order to improve over design functionality - Creating wireframes, user flows and hi-fidelity prototypes
- Using A/B testing to determine the best design outcome, based on valuable feedback
- Presenting prototypes to company directors and stakeholders to gather feedback
- Working in a small team alongside other designers and developers

Product designer (6 Month contract)



The Kemsley Agency

June - December 2021

My responsibilities included -

- Designing new pages and content for client websites and mobile apps
- Prototyping and testing web and mobile designs using an agile workflow
- Designing, building and testing marketing emails (HTML/ CSS)
- Advertising and print work
- Social media design
- Illustration
- Animation and motion design

UX designer (Maternity cover)



Transform Hospital Group

March - June 2021

My responsibilities included -

- Managing product design projects from inception to shipping
- Creating wireframes, user flows and hi-fidelity prototypes
- Using A/B testing to determine the best design outcome, based on valuable feedback - Presenting prototypes to company directors and stakeholders to gather feedback
- Preparing and conducting research workshops
- Working alongside subject matter experts to fully realise thier vision
- Working as a member of a wider product design team

UX designer



Pilot Fish Media

June 2020 - March 2021

My responsibilities included -

- Working as the sole UX designer in a small agency team
- Designing new pages and content for client websites and mobile apps
- Prototyping and testing web and mobile designs using an agile workflow
- Designing, building and testing marketing emails (HTML/ CSS)
- Social media design
- Illustration
- Animation and motion design

Junior UX designer



Trend Agency

September 2018 - March 2020

My responsibilities included -

- Designing mainly for E-commerce websites and apps
- Designing new pages and content for client websites and mobile apps
- Prototyping and testing web and mobile designs using an agile workflow
- Designing, building and testing marketing emails (HTML/ CSS)
- Illustration
- Animation and motion design

Junior UX designer

Ibiza Digital Media

September 2017 - September 2018

My responsibilities included -

- Creating user flows for a global client base
- Designing mainly for E-commerce websites and apps
- Designing new pages and content for client websites and mobile apps
- Prototyping and testing web and mobile designs using an agile workflow
- Designing, building and testing marketing emails (HTML/ CSS)
- Illustration
- Animation and motion design



Education history:



BSC Digital Design (2:1)

Glasgow Caledonian
University



Computer Art & Design (B)

City of Glasgow
College



Interactive Media (B)

New College
Lanarkshire

Additional notes:

Mentor in Digital Design for Glasgow Caledonian University 2018 -2022

Since graduating from Caledonian University, I have taken part in the mentorship program, where I have been given a student from the Digital Design course to help mentor and encourage through their last year of the course.



References on request.