Benjamin Lucas **Searle**

Product Manager, Designer, & UX Researcher

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Employment History, Positions of Responsibility

Present – October 2022 — **Director/Product Designer, No Blank Space, United Kingdom**

- End-to-end product research and design from wireframes to prototypes for early-stage startups.
- Defining product and marketing strategy in collaboration with founders and developers to create unique product identity in space.

Product Strategy | Product Design | User Research | Entrepeneurship

Present – October 2020 — **Supervisor, University of Cambridge, United Kingdom**

- Supervising over 100 Computer Science students in various courses, such as Human-Computer Interaction, Concurrent & Distributed Systems, Databases, Economics Law & Ethics, Business Studies.

Tutoring | Communication

September 2021 – June 2020 — **Product Manager, TechWolf, Ghent, Belgium**

- Product Management for the B2B SaaS API platform and Natural Language Processing technologies from Seed to Series A achieving Product-Market Fit.
- Responsible for the product roadmap, managing engineering resources, and user/market research.
- Heavily involved in Company, GTM, and Marketing strategies as product and market expert both internally and externally.
- Main contact for largest customer, worked closely with their team to build their company-wide business case for digital HR transformation.

UX Research | Product Design | Natural language Processing | Project Management | Market Research | Communication

August 2019 – July 2019 — **Software Engineer Intern, Tata Consultancy Services, Budapest, Hungary**

- Designed and built gamified VR experience on the Oculus platform (including code and visual assets).
- The game is used as PR tool for use in recruitment programs.

C# | Unity3D | Virtual Reality | Game Design | 3D Modelling & Animation

Education and Continued Professional Development

September 2023 – September 2022 — **Human-Computer Interaction, MSc with Distinction, University College of London**

- **Modules** : Interaction Science, Interaction Design, Disability Interaction, Affective Interaction, Future Interfaces, User-centred Data Visualisation

UX & UI Research | Interface Design | Individual Research | Graphic Design

May 2020 – October 2017 — **Computer Science, BA grade 2.1, University of Cambridge**

- **Modules** : Human-Computer Interaction, Interaction Design, Scientific Computing, Algorithms, Graphics, Computer Networks, Databases, Distributed Systems, Machine Learning, Object-Oriented Programming, Functional Programming, Bioinformatics
- **Interdisciplinary** : Psychology (in first year)

Individual Research | UX & UI Research | Java | C | C++ | ML | Python

Projects

Anticipatory Detection of Compulsive Body-focused Repetitive Behaviors with Wearables — September 2021

Published in : ACM MobileHCI 2021,

Conducted feasibility study for smartwatch application for use in mental health tracking of compulsive behaviour (BFRBs). Motion data gathered from experiments with human participants used to develop such an application for smartwatches.

Mental Health | UX Research | Machine Learning | C++ | Python | LaTeX | TizenOS

Skills

Languages	**Hungarian** (native), **English** (native), **German** (limited)
Graphics	**Figma**, Blender, Affinity Designer, Affinity Publisher
Programming	**Python**, **Swift**, Java, C#
Utilities	**Xcode**, **Visual Studio Code**, **Unity**, **LaTeX**, SQL, git

Interests

- Speculative Design
- Individual research
- Content creation