



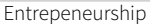




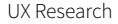

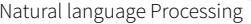






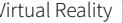




Benjamin Lucas SEARLE











Product Manager, Designer, & UX Researcher

 github.com/bhorda  linkedin.com/in/blsearle

EMPLOYMENT HISTORY, POSITIONS OF RESPONSIBILITY

- Present** **Director/Product Designer, NO BLANK SPACE , United Kingdom**
October 2022
- 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.
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- Present** **Supervisor, UNIVERSITY OF CAMBRIDGE , United Kingdom**
October 2020
- Supervising over 100 Computer Science students in various courses, such as Human-Computer Interaction, Concurrent & Distributed Systems, Databases, Economics Law & Ethics, Business Studies.
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- September 2021** **Product Manager, TECHWOLF , Ghent, Belgium**
June 2020
- 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.
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- August 2019** **Software Engineer Intern, TATA CONSULTANCY SERVICES , Budapest, Hungary**
July 2019
- 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.
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EDUCATION AND CONTINUED PROFESSIONAL DEVELOPMENT

- September 2023** **Human-Computer Interaction, MSc WITH DISTINCTION, University College of London**
September 2022
- **Modules :** Interaction Science, Interaction Design, Disability Interaction, Affective Interaction, Future Interfaces, User-centred Data Visualisation
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- May 2020** **Computer Science, BA GRADE 2.1, University of Cambridge**
October 2017
- **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)
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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.
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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