

# Sinéad Dumigan - User experience consultant

## Experience

### Senior interaction designer at Department for Environment, Food & Rural Affairs (Contract)

Apr 2022 - current (1 year and 7 months)

### Interaction designer at Home Office, Snook (Contract)

Apr 2021 - April 2022 (1 year)

### User experience consultant at Fluent Interaction

Nov 2015 - Apr 2021 (5 years and 3 months)

## Projects

Senior interaction designer  
(contract)

**Department for Environment  
Food and Rural Affairs,  
Warnings Improvement Project  
(WIP)**

Apr 2022 - Apr 2023

- Worked with other flood services within government to create a more joint-up experience for the users
- Reviewed live services to understand current issues
- Held user journey mapping workshops
- Held design thinking workshops with a diverse team that had a range of expertise.
- Created a clear 'ways of working' for the UCD team
- Created user flows
- Prototyped using Figma and the GOV.UK Prototyping Kit

Interaction designer (contract)

**Home Office, Caseworking tool**

Apr 2021 - Apr 2022

- Conducted design and accessibility audits
- Worked with the users, business, BAs, devs to create a service that best meets the needs
- Updated the service to improve accessibility and usability based on user research
- Generated prototypes and visual designs that were used in research with users and communication with devs

User experience design

**Home Office, Modern slavery  
statement registry service**

Mar 2020 - Feb 2021

- Delivered a user centred service from concept to build
- Engaged with Modern Slavery Unit's policy team, POs, BA, dev and other stakeholders to identify user needs, the boundaries to work within, whilst advocating user-centred design, usability and accessibility
- Created visuals to help communicate complicated concepts (service blueprint, integration with GOV.UK, user journeys)
- Design workshops (using Mural)
- Prototyped and iterated based on user research
- Conducted accessibility audit of the service
- Contributed to and engaged with the wider government design community
- Created a service evolution document and presented at the GDS private beta assessment

User experience design  
**Standards & testing agency,  
Department for Education,  
Multiplication tables check  
(MTC)**

Dec 2016 - Oct 2018

- Project passed all Government digital services (GDS) assessments from Discovery to Live
- Support of in-field user research within schools to optimise both student and teacher user experience
- Bespoke access arrangements for pupils to use the MTC
- Design of a multi-platform service functional across a range of devices and tech to support varying IT capabilities
- Video of service: <https://bit.ly/3FTUGpS>

## Skills

User experience design  
Interaction design  
User-centred Design  
Service design

Visual design  
Sketching  
Prototyping  
Expert reviews

Accessible web design  
Infographics  
Design workshops  
Design thinking

## Tools

Sketch  
Figma  
GOV.UK Prototype Kit

Axure RP  
Zeplin  
InVision

Mural  
Miro  
Adobe Creative Suite

## Education

### University

#### Masters in Product Design MDes (Hons), 2:1

Thesis research on Human-computer interaction, inclusive design, emotional design, inclusive play. The brief was to design a plaything that can encourage inclusive play amongst physically disabled and able-bodied children aged 7 - 11. The project was underpinned by the goal of encouraging behavioural change and improving the way society views physically disabled people.

2014 won an award from Cyber-Duck after the New Designers Exhibitions.

### University

#### Bachelor of design BDes (Hons), Product Design, 2:1

### School

#### International Baccalaureate

Higher: Maths, Art, Chinese

Standard: Physics, English, Economics

## Languages

English

Cantonese

Mandarin (conversational)