
BRADLEY REEDER

UX RESEARCHER & DESIGNER

London, UK.

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07479507365

[Portfolio](#) | [Github](#) | [Linkedin](#)

Education

Oct 2017 - Nov 2017

UX Research & Strategy
Design Lab

May 2016 - Aug 2016

Full-stack Development
Founders & Coders

Sep 2009 - Sep 2013

BA History (First Class)
MA Literature (Distinction)
University of Southampton

Skills

Front-end Development
Responsive Web Design
Web Accessibility
Agile Methodologies
Design Thinking
Cross-team Collaboration
Strong Communication
Analytical & Detail Oriented
User Research
Design sprints, Workshops
Rapid Prototyping
Wireframes
Usability Testing
Affinity Diagramming
Storyboarding
User Personas
User Journeys & Stories

Tools

Figma & InVision
Google Analytics
Google Docs
Survey Monkey
UsabilityHub

Interests

Visual Storytelling
Hiking
Meditation
Cooking

See [LinkedIn](#) for more.

Summary

I am a UX professional with multidisciplinary training and experience. I value continuous learning, collaborative working, and user-centred environments and aspire to explore all aspects of User Experience and Service Design. I am interested in using technology for social good.

Experience

UX Researcher, Outlandish — Jun 2017 - Nov 2017

- * Researched applications ideas, diagnosed the growth potential, and provided strategic guidance to a young network of digital cooperatives called CoTech.
- * Prepared and conducted my own research plan utilising secondary research, contextual enquiries, 1:1 interviews, surveying and usability testing methods.
- * Demonstrated strong negotiation, empathy and synthesis skills in identifying insights and actionable recommendations from data across 30 different organisations.
- * Reported my findings at the planning meeting for the network's Annual General Meeting and attended the AGM to represent my insights.

Programme Facilitator, Founders & Coders — Nov 2016 - Jun 2017

- * Service Design and Business Development role facilitating and improving the programme of one of London's top web development bootcamps.
- * Designed curriculum planning processes to optimise validated learning and student experience, based on insights from focus groups, surveys, and contextual enquiries.
- * Co-designed, user tested and iteratively improved workshops. Mentored students on UX Design covering design thinking, user research, prototyping and usability testing.
- * Co-authored, maintained, and main contributor to the community's open-source master playbook and curriculum, used to build new campuses in Nazareth & Gaza.
- * Facilitated curriculum planning & weekly review sessions with mentors & students. Converted feedback into actionable improvements to the student experience.

UI Developer, Founders & Coders — Aug 2016 - Jun 2017

- * Built Wireframes, Prototypes and Web Applications and facilitated Client Workshops and Usability Tests in a fast-paced agile agency. See development portfolio [here](#).
- * Facilitated Design Sprints for CAST's 2016 Digital Fellowship programme, as well as for the Anna Freud Centre and NHS Digital.
- * Facilitated regular Hackathons, Scrum-Mastered the Agile process for resulting MVPs and ran training workshops on User-Centred Design for the Anna Freud Centre.

References

I have gained work experience in different temporary administrative roles to fund my travelling and transition into software development. References available upon request.
