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# BRADLEY REEDER

## UX RESEARCHER & DESIGNER

London, UK.

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07479507365

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

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### 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 to empower people to lead happier, healthier, and safer lives.

### 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.

#### Service Designer, Founders & Coders — Nov 2016 - Jun 2017

- \* Leadership 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 an agency environment. See [development portfolio](#) for more.
- \* 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 products and ran training workshops on Design Thinking 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.

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