Jack Brind

Product Designer

www.jackbrind.com

Skills

- UI / UX design
- Design systems
- Product strategy
- Product ownership
- Technical writing
- HTML/CSS

Tools

- Figma
- VS Code
- Linear
- Confluence / Jira

Strengths

- Initiative
- Communication
- Organisation
- Mentorship
- Design thinking
- Systems thinking

Details

- Kent, United Kingdom
- jack.brind91@gmail.com
- +44 7867 616 071

Summary

Versatile Product Designer with 10+ years of experience delivering high quality UI / UX across desktop, web, and mobile applications. Passionate about raising design standards, implementing best practices, and adopting new tools to drive efficiency and elevate user experience.

Experience

Principal Designer at Itris Recruitment CRM (2023 - 2025)

In this role, I championed design as a strategic function within the business, ensuring that product decisions were informed by user insights, business objectives, and market demands. As the lead design stakeholder, I worked closely with product managers, engineers, and other departments to align the product strategy with company goals.

Key responsibilities and skills

- Helped shape product and design strategy using research insights and aligning with business objectives
- Design stakeholder across multiple teams, aligning the product with market demands
- Established a long-term design strategy that sought to reduce friction between other departments such as engineering and QA
- Proactively identified inefficiencies between design, engineering and QA, and introduced streamlined workflows that reduced bottlenecks and accelerated delivery speed
- Managed the design department and was Line Manager to a Product Designer
- Took ownership of the product release notes for all releases
- Fostered a collaborative and growth-oriented design culture
- Championed the strategic value of design across teams, influencing product decisions

Product Designer at Itris Recruitment CRM (2014 - 2023)

I was responsible for leading the design on the flagship product - *itris 9,* as well as peripheral products including mobile app, learning knowledgebase and user authentication portal. I built and maintained a scalable design system that improved UI consistency and cohesion across multiple products, dramatically reducing design and technical debt.

Key responsibilities and skills

- User-Centred Design (UCD) principles and best practices
- UI / UX fundamentals
- Accessibility (a11y, WCAG, and usability principles)
- Design systems (foundations, components, tokens / variables)
- User research
- Figma
- HTML & CSS
- Spec / PRD writing

Technical Writer at Itris Recruitment CRM (2013 - 2014)

Responsible for improving and rewriting user guides for the training department, focused on enhancing content clarity and visual presentation. In this role, I also identified and suggested product improvements, which led to my transition into the company's first dedicated Designer in 2014.

Education

BA (Hons) Philosophy

Upper Second-Class Honours (2:1)
University of the West of England Bristol (2010 - 2013)

Themes of the course included:
- Critical thinking
- Metaphysics
- Epistemology
- Ethics and Moral philosophy
- Rationalism vs. Empiricism
- Cognitive Science (Neurophilosophy and Phenomenology)

I'm naturally curious and my Philosophy degree has had a big impact on my design career by helping me to apply first principles thinking (exploring *what if* scenarios), structured reasoning and systems thinking. It has also helped to understand how users think, perceive, and experience products.