

# Jack Duck

UX/UI Designer

✉ jack@duck.dev

☎ +00 123 456 789

🌐 /in/jack-duck

🐧 /jackduckdev



**Product-focused UX/UI designer** shipping clean, conversion-friendly experiences with lean research and fast design-to-dev handoffs.

✓ Turns fuzzy requirements into clear user flows, prototypes, and measurable outcomes.

✓ Builds consistent design systems with accessible components and usage guidelines.

✓ Partners with engineers on specs, states, and QA to keep pixels and performance aligned.

Design Systems

UX Research

Accessibility

Prototyping

## 🔧 Skills

### Product Design

User flows & journey mapping

Wireframing & rapid prototyping

Design systems & UI kits

Interaction design & microcopy

A/B testing & experimentation

Design-to-dev specifications

### Research & Collaboration

User interviews & synthesis

Usability testing (remote & in-person)

Heuristic reviews & accessibility checks

Stakeholder workshops

Roadmapping & prioritization

Agile rituals & design critiques

### Tools

Figma (Auto Layout, Variants)

FigJam / Miro

Adobe CC

Notion & Confluence

Storybook & component libraries

HTML/CSS familiarity

## 👛 Experience

### Senior UX/UI Designer (Feather Labs)

06.2023 - Present

- Redesigned onboarding for a B2B analytics suite, reducing time-to-first-value by 32% via clearer flows and progressive disclosure.
- Built and maintained a yellow-accented design system (tokens, components, usage docs) in Figma and Storybook alongside front-end partners.
- Ran monthly moderated usability tests; shipped iteration cycles that lifted conversion on the primary signup funnel by 11%.
- Aligned PMs and engineers with concise specs covering states, errors, empty views, and accessibility notes.

### Product Designer (PondView Interactive)

04.2021 - 05.2023

- Delivered responsive web and mobile UI for booking and payments, focusing on clarity, motion, and accessibility (WCAG AA).
- Partnered with engineering to standardize handoff templates, reducing design QA issues by 25%.
- Co-led roadmap workshops to prioritize high-impact UX improvements based on research insights and analytics.

### UX Researcher & UI Designer (QuackOverflow Solutions)

07.2019 - 03.2021

- Conducted discovery interviews and synthesised themes into user journeys and opportunity maps.
- Created wireframes and prototypes for internal tools, validating interactions through rapid user testing.
- Documented accessibility and content guidelines to keep cross-team outputs consistent.



## Projects

### Golden Path Design System

A compact, yellow-forward design system with tokens, responsive components, and usage guidance aligned to engineering constraints.

*Technologies: Figma, Storybook, Design Tokens, Auto Layout*

*Link: [github.com/jackduckdev/golden-path-design-system](https://github.com/jackduckdev/golden-path-design-system)*

### Flowbench

A flow-mapping toolkit that turns user journeys into shareable, testable prototypes with annotated success metrics.

*Technologies: Figma, FigJam, Notion, Mixpanel*

### AccessLint UI Kit

A UI component starter kit optimized for WCAG AA with prewritten accessibility notes and QA checklists.

*Technologies: Figma, Storybook, ARIA Guidelines, React (paired implementation)*

*Link: [github.com/jackduckdev/accesslint-ui-kit](https://github.com/jackduckdev/accesslint-ui-kit)*



## Education

### Human-Computer Interaction (Postgraduate Certificate)

Mallard Institute of Technology (MIT)

10.2018 - 09.2019

### Graphic Design & Visual Communication (Bachelor of Arts)

University of Wetland Arts

10.2014 - 06.2018