

Chris Tunbridge

Product Designer

GetGround

Lead Product Designer

Sep 2024 - Present

Responsible for multiple features across the GetGround customer platform, allowing 30,000 investors to manage their property from sourcing, to bookkeeping, to tax submissions and portfolio optimisation, and owner of our Capcom design system.

Most recently delivered the new Bookkeeping and tax submissions area from end to end, whilst pioneering new ways of working to embed ai into our workflow. This included: business impact modelling; ai enabled prototyping directly in our codebase; synthesising test results and research in notion to create a searchable resource database; creation of bespoke agents such as CopyKat, a copywriting agent with GetGround context and tone of voice baked in to a Slackbot.

Sage

Senior Product Designer

Apr 2021 - Sep 2024

Took a lead role in the creation and delivery of the Sage Individual native app for Android and iOS. Targeted the UKs 4.5 million small business owners, Sage individual allowed users to tracking income and expenses, get paid faster using native tap to pay, send and receive invoices, and submit tax obligations.

Introduced a number of new ways of working to improve team efficiency, psychological safety, skills and quality of output. This included: team retrospectives; design feedback pathways; a number of workshop formats for wire framing, user journey mapping and prioritisation; training on how to frame problem statements within feature briefs; design delivery templates; processes to ensure consistency and pixel perfect design delivery to developers.

Accessibility Champion for native mobile, ensuring the Sage Individual product meets WCAG 2.1 standards.

Introduced and led the curation of the Native Mobile Design System. Built from the ground up to be robust and usable by all Sage's mobile products.

Football Survivor

Founding Product Designer

Apr 2019 - Apr 2021

Football Survivor was a peer to peer iOS and Android app based on the popular game betting game 'Last Man Standing'. As the founding Lead Product Designer responsibilities included: reimagining user needs and requirements for the game to be viable on a mobile platform; creating the UX and UI; curating the design system; content design; creating app store assets and marketing materials; supporting the development team; continual improvements, fixes and the design delivery of new features.

Football Survivor grew to 15,000+ sign ups and 8,000+ active users within 18 months of launching.

Maverick

Product Designer

Jun 2018 - Jun 2019

Part of the digital transformation team increasing employee engagement at DHL. We built a react native mobile app from the ground up, enabling DHL employees to discover worldwide community events and updates, perform various admin tasks and updating employee details.

Skills

Design • UX, UI, design system curation, Code first prototyping, Figma, and copywriting

Prototyping & Software • Figma, Lovable, AI IDEs (Cursor, Windsurf, Antigravity

User Testing • Writing test scripts, facilitating tests and synthesising results

Workshop Facilitation • 5 Day 'Sprints', retrospectives and design huddles

Accessibility • Applying WCAG 2.1 to web responsive and native mobile

Product Management • Experienced in building and guiding products from conception to release

Contact

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Portfolio

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