Daniel Guy

Senior Interaction Designer

I was excited to see that a Senior Interaction Designer role has come up at MoJ and would like to apply for this role. I have been working as an Interaction Designer for MoJ for nearly two years now and feel ready for a new challenge. I am a strong candidate for this role for the following reasons:

User focus: I attend research sessions as frequently as possible and have experience running usability sessions and co-design workshops. The partnership between designer and researcher is imperative to me in ensuring I understand user behavior, desires and needs. I know how to take research insights and apply them to make actionable design decisions.

Evidence and context-based design: I am experienced in designing simple, usable and accessible experiences using design systems as well as designing new components from scratch. All design work is steered by user research qualitative insights from usability sessions, co-design sessions or quantitative insights from analytics and surveys.

Prototyping: My favorite part of what I do is prototyping. I have experience doing rapid hi-fi prototyping with html css and javascript, using the GOV.UK prototyping kit. I also have experience using tools like Sketch and Invision for lo-fi work. I am able to translate research insights into actionable outputs as part of an iterative user centered design cycle.

Leadership: I am able to work with stakeholders and advise on the best approach, diplomatically flag when questionable decisions have been made and bring people together to work out a way forward.

Due to the rise in interest in design ethics, together with my interest in ethical philosophy, I set up a x-gov design ethics community where we share resources and hold monthly meet ups to talk about the impact design has on the world and how to build ethical thinking into what we do as designers.

I have some experience managing more junior designers, giving support and training when needed.

Making design a collaborative process: I have experience running workshops with stakeholders, communities of practice, and delivery teams. I see my role as a designer as being about getting the right information, knowing who to involve and when and managing people's expectations. I understand the balance between making decisions that are best for the business and making decisions that are best for the users, when one needs to be priorities and when a compromise must be made.

Thanks for taking the time to consider me for this role. I look forward to hearing from you.

Best,

Daniel Guy