Introduction

I am a designer with a passion for user-centered design and developing products. I am a self-starter and am motivated to cater to the user's needs with a good-looking and long-lasting solution.

I am currently working as Senior Product Designer at Hologram in New York, focusing on improving growth and lead funnels and improving the working systems internally.

Contact

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Education

Graduated from the University of Kent with a 1st Class degree in Multimedia Technology and Design BSc.

My final-year project won the Sagittarius Digital Prize for 'Best Integrated Multimedia Project in Multimedia Technology and Design (BSc)'.

Skills

Design with a focus on web, interaction, UI patterns, workflow. Proficient prototyper with front end knowledge (SCSS, Git, JavaScript, PHP) and Principle.

Notable Projects and Employment

Senior Product Designer at Hologram (2020-present)

Specifically focused on giving new customers of Hologram the right information, so that they can make better decisions when setting up their IoT fleet on Hologram. I also am working on internal team processes to ensure that the design team scales effectively.

Interaction Designer at Google (2017-2020)

Google Monitoring - GM SLO (Google, 2019 - 2020)
UX lead for a service monitoring initiative to meet the diverse needs of all development teams at Google. Focusing on simple configuration, robust alerting for effective decisions making, and in-depth analysis.

Incident Response & Management - IRM (Google, 2017 - 2019)
UX lead for an incident response tool to support production engineering responding to incidents affecting production systems. Creating design cohesion, product integration across existing tools, reducing context shifting, and users' cognitive load.

Product Designer at Founders Factory (2016 - 2017)

Taking products from conception through to launch within the incubator by putting together prototypes, product research, and user flows as well as helping startups within the accelerator.

Designer at Canonical (2014 - 2016)

Juju (Canonical, 2016)
An open source cloud abstraction tool to create cloud solutions through the command line and a web GUI. I worked on gathering requirements and research from stakeholders and external testing participants and turning those into actionable points to help improve the service design of Juju. This included working across the software store, the canvas, visual language, and sign-up flows.

Mothership (Canonical, 2015 - 2016)
A master sheet of all current UI components, typography, colours, and symbols used within Juju to assist with the workflow of new features to be designed and the development of the in-house framework, Vanilla.

MAAS - Metal as a Service (Canonical, 2014)
Web app for performing actions on your server hardware. I worked on the UI and interactions of the elements as the user would perform tasks within the web app.