# Hayden Chapple

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## › About

I am a Product Designer with Front-end Development experience and a passion for producing functional and accessible software.

Working directly with developers has allowed me to gain deeper understanding of how software is made which bridges the gap between design and development.

When designing, I keep the implementation in mind to make achievable designs and consider what functionality could be reused or extended to achieve the design goal.

## › Education

### 2020

### Bachelor of Creative Industries

- Major: Interactive & Visual Design
- Major: Game Design

## › Experience

### WorkingMouse  Jun 2022 - Oct 2022, Jun 2023 - Present
### Product Designer

- Involved end-to-end on projects across different industries, including transport, property and asset management.
- Conducted discovery interviews and processed findings into user flows, wireframes and other design deliverables.
- Created design systems and prototypes in Figma to meet accessibility standards, allowing better user-centred designs.
- Presented live showcases to client for incremental and final project deliveries, involving communicating complex processes simply.
- Developer workflow management: Kanban board, ticket development, bug report triage, quality assurance testing.
- Requirements and acceptance criteria analysis and processing, allowing intimate understanding of client needs and processes.
- Implementation of applications through modelling, allowing understanding of how front-end and back-end interact.

### For The Record  Jan 2023 - Jun 2023
### Product Designer

- Designed features using existing design system for large Saas product, allowing for easier development implementation.
- Worked across multiple development teams implementing different application features, allowing better cross-functional collaboration.
- Quality assurance/smoke testing in a local environment, allowing documenting accessibility and design issues early in development.
- Conducted desktop design research, allowing understanding of the user when they are not easily available for engagement.

### Truis  Jun 2019 - Jun 2022
### UX/UI Designer & Front-End Developer

- Conducted user interview and user testing.
- UI Design for a custom customer portal, allowing understanding of how features get implemented from design to development.
- Front-end development for CRUD web application using HTML, CSS and JavaScript, learning how to develop first-hand.
- Designed marketing collateral for internal and external use.

### Swesk  Jan 2019 - Dec 2021
### Graphic/Web Designer (Contract)

- Designed logos, banners, social media graphics.
- Designed documents, forms and other print collateral.
- Web and landing page design for small business websites.

## › Skills

### Design tools

- Figma
- FigJam
- Miro
- Illustrator
- Affinity Designer
- Blender

### Design Skills

- Sketching
- Prototyping
- Interviewing
- Customer relations
- User testing
- Accessibility

### Dev Experience

- HTML5/CSS
- JavaScript
- SQL/jQuery
- Python
- Model Driven Engineering