

# Jack Brind

Product Designer

[www.jackbrind.com](http://www.jackbrind.com)

## Skills

- Product design
- UI / UX design
- Interaction design
- Design systems
- Product strategy
- Product ownership
- Technical writing
- HTML / CSS

## Tools

- Figma
- VS Code
- Linear
- Confluence / Jira

## Strengths

- Initiative
- Communication
- Organisation
- Mentorship
- Design thinking
- Systems thinking

## Details

- 📍 Kent, United Kingdom
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## Summary

Versatile Product Designer with 10+ years of experience delivering high quality UI / UX across desktop, web, and mobile applications. My passion lies in creating elegant solutions to complex problems, crafting thoughtful, high-quality designs and improving design standards by leveraging the latest and greatest tools and methods for product teams.

## Experience

### Lead Product Designer at itris Recruitment CRM (2023 - 2025)

In this role, I championed design as a strategic function within the business, ensuring that product decisions were informed by user insights, business objectives, and market demands. As the lead design stakeholder, I worked closely with product managers, developers, and other departments to align the product strategy with company goals.

#### Key responsibilities and skills

- Helped shape product and design strategy using research insights and aligning with business objectives
- Design stakeholder across multiple teams, aligning the product with market demands
- Established a long-term design strategy that sought to reduce friction between other departments such as development and QA
- Proactively identified inefficiencies between design, development and QA, and introduced streamlined workflows that reduced bottlenecks and accelerated delivery speed
- Managed the design department and mentor to a junior Product Designer
- Took ownership of the product release notes for all releases
- Fostered a collaborative and growth-oriented design culture
- Championed the strategic value of design across teams, influencing product decisions

### Product Designer at itris Recruitment CRM (2014 - 2023)

I was responsible for leading the design on the flagship product - *itris 9*, as well as peripheral products including mobile app, knowledgebase and user authentication portal. I built and maintained a scalable design system that improved UI consistency and cohesion across multiple products, dramatically reducing design and technical debt.

#### Key responsibilities and skills

- User-Centred Design (UCD) principles and best practices
- Interaction design
- Accessibility (a11y, WCAG, and usability principles)
- Design systems (foundations, components, tokens / variables)
- User research
- Figma
- HTML & CSS
- Spec / PRD writing

## Technical Writer at itris Recruitment CRM (2013 - 2014)

Responsible for improving and rewriting user guides for the training department, focused on enhancing content clarity and visual presentation. In this role, I also identified and suggested product improvements, which led to my transition into the company's first dedicated Designer in 2014.

## Education

### BA (Hons) Philosophy

Upper Second-Class Honours (2:1)

University of the West of England Bristol (2010 - 2013)

Themes of the course included:

- Critical thinking
- Metaphysics
- Epistemology
- Ethics and Moral philosophy
- Rationalism vs. Empiricism
- Cognitive Science (Neurophilosophy and Phenomenology)

I'm naturally curious and my Philosophy degree has had a big impact on my design career by helping me to apply first principles thinking (exploring *what if* scenarios), structured reasoning and systems thinking. It has also helped to understand how users think, perceive, and experience products.