Jacob Lapworth Curriculum Vitae

Expertise

—Design Systems —Prototyping

—Accessibility —Experience & service design

-Frontend (TS, React, CSS) -User Research

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(+64) 27 727 1661

Moving to London, Oct 7

References available on request

Experience

2020-2025 Xero

Senior product designer

- —Scaled the design system at Xero to support over 200 designers and 100 products.
- Developed foundational Design Tokens to support a complete redesign of Xero.
- Redesigned tables across Xero to empower customers to easily scan, compare, and interact with their wealth of data within Xero.
- Iterative prototyping-lead design of dashboard and widgets for a reimagined homepage experience, the landing page for millions of Xero's customers.
- Researched divergence from the design system, developing processes and pathways for teams where there are gaps in the design system, reducing our cost to support.
- Designed and built internal tooling including Figma plugins for Accessibility and Design System documentation.

2019-2020

Vend

Product designer

- —Product designer focused on selling, accounting, mobile & mid-market/enterprise. Responsible for ensuring our core offering was "Easy to learn, easy to use".
- —Developed product strategies for mobile, identifying opportunities for new apps and features increasing engagement. (Scanner)
- —Shaping work for development, collaborating with product managers & engineering.
- —Designed an add-ons platform for 3rd party integrations, that leverages and expands the current product solving complex needs for retailers with unique workflows and enterprise customers.

2018-2019

Timely

Product designer

- Working with a remote team, designing Web & iOS solutions for B2B and B2C experiences.
- Research & discovery of new client experiences. Leading co-design and journey mapping workshops.
- —Design of front of house experiences including sales & payments, customisable online bookings, and client conversations with consultations.
- Establishing user research & analytics to empower user driven product decisions.
- —Developing a design system with an evolving brand.

2016-2018

Trade Me

Product designer

- —Remit of Trade Me's primary iOS and Android apps (combined 1.2M MAU).
- -Mobile design 'guild' lead, facilitating collaboration across business units,

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- working with product owners and designers, identifying shared problems to resolve cohesive experiences for users.
- Development of design systems, combining brand and development including developing guidance for onboarding, change aversion, experimentation, and cross platform cohesive experiences.
- Design sprints, Qualitative and quantitative research, identifying user needs, wireframing, prototyping, user-testing, interface design and release management.
- Documentation of Trade Me's design system (Tangram.nz) and pattern library.
- Development of brand architecture, designing a cohesive and flexible system for all of Trade Me's businesses and products.

2016 The Designer's Institute DINZ Student Council

 Developed an initiative to encourage and grow emerging design talent through the Student Council at the Designers Institute of New Zealand.

2015–2016 Open Lab Junior Designer Web, print & video

 Working alongside senior designers on ranging project scales, clients and mediums including Quinovic Property Management, Grow Waitaha and Massey University.

—Production of video & motion graphics for various projects.

2014, 2015, 2016 Southern Eastercamp Highlights Director

Digital Design, Photography & Video

- Recruitment and leadership of a diversely skilled volunteer team producing daily photographic
 video highlights for a 5 day youth festival with an overnight turnaround.
- Pre-production of video & graphics for promotion and use during event, direction and editing of daily highlights video.
- —Direction, shooting and editing of daily highlights videos including candid and scripted footage.