

Joel Sinnott (1996)
Designer from Zürich



Swiss / Australian designer with +7 years of experience oscillating between ruthless pragmatism and relentless tinkering. I am a functionalist at heart and believe that good design is as little design as possible; that design is subtractive — not additive; and that design exists within constraints.

Skills include: Design systems, complex applications, accessibility, user-centered-design, mobile design, user research, workshops facilitation, visual design, prototyping.

Work Experience

2023 — 2025	UX Designer at mutoco AG, Bern Lead UX design, user research and shaped product direction in close collaboration with engineers for clients such as Amnesty International and Identitas.
2018 — 2023	Designer at Ginetta AG, Zürich Working end-to-end on complex business software and internal tooling in finance, health, process automation, and energy for one of Switzerland's leading design agencies.
2014 — 2018	Design apprentice at Allink AG, Zürich

Education

2019 — 2022	MAS Human Computer Interaction Design at Fachhochschule OST Rapperswil
2014 — 2018	Interactive Media Designer apprenticeship

Talks

2022	<u>Designing for Accessibility</u>
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