NATALIE H. MAN
UX DESIGNER

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WORK EXPERIENCE

User Experience Designer
UX Playground

Jul 2018 - Present

Developed Project UX, a project-based learning format for professionals to learn and apply the UX Design framework to a real client brief. The project was in collaboration with Spabreaks.com and two teams presented their work at a UX Playground online event in August 2021.

- Collaborated with the community founder to develop the business strategy for planning, delivery and marketing of the product.

- Conducted research to gain insights on market demands for design courses and bootcamps.

- Created content-first wireframes using the Priority Guides framework and Adobe XD.

- Prototyped website concepts using Wix.

User Experience Designer
Adobe

Nov - Dec 2021

Developed remote workshops for Adobe's CMD+Cause sessions, offered exclusively to their enterprise customers. Topics developed: "Advanced wireframing with a content-first approach in XD" and "The only way is up – How to creatively deliver engaging lectures and presentations".

- Researched topics related to collaborative design processes to gather insights that can inform a diverse audience.

- Developed a content strategy using Adobe XD based on research and workshop goals.

- Created and tested workshop activities using Mentimeter.

- Delivered the slide presentations in Adobe XD and was utilised by the Adobe team for running the workshops.

User Experience Designer
Kapital Media UK

Aug - Nov 2019

Created a slide presentation about sound in user experience design for Brand Week 2019. The research was presented at UX Playground, Brand Week 2019, Istanbul Bilgi University and Berlin Design Week.

- Brainstormed the topic using a mind map in Miro to identify relevant areas for research.

- Researched the topic to gather insights highlighting the opportunities and learnings for a diverse audience in events.

- Collaborated with a UX Consultant to develop a content strategy for the presentation based on the speaker's goals.

- Delivered the presentation in Keynote for the speaker to present at scheduled events.

ACHIEVEMENTS

UX Playground

Helped UX Playground's design community to grow by over 3700 members since 2018, whilst also supporting the team in offering events and courses/workshops to the members.

EDUCATION

MA Web Design & Content Planning

University of Greenwich
2012 - 2014

BSc Computer Science

Queen Mary, University of London
2007 - 2019

SKILLS

Research, content strategy, product strategy, wireframing, user flows, storyboarding, journey mapping, data analysis, user interviews, prototyping, user testing

TOOLS

HTML, CSS, Miro, Adobe XD, Figma, Affinity Designer, Slack, Notion, Google Suite, Monday, Airtable