

Nathan Hornby

Hi, I'm Nate 🙌 A Product Design manager with 20 years experience helping businesses to better understand their customers, solve problems, grow teams and produce award-winning, inclusive products.

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Cover Letter

I'm currently looking for a role that allows for mutual long-term growth, in a business that's excited about how a modern product process can empower their strategy.

I'm a user experience expert and accessibility advocate, and have worked on a variety of project types, in many industries and using various methodologies. I've had the pleasure of working with some very talented design and development teams, in both a lead and management capacity; mentoring designers that have gone on to have exciting design careers.

I have a broad digital product skill-set that can carry a project from discovery to delivery, and can continually improve a product using a design-thinking mindset.



Let's stay in touch 🙌 I'm always looking to grow my network so be sure to connect with me on [LinkedIn](#), [Medium](#) and [GitHub](#).

Work Experience

ARKK Solutions

Head of Product Design, 2024-2025

Heading-up the design function of ARKK's regtech Product Design portfolio, delivering automation software to various household names. Responsible for design strategy, team management, discovery, UI and UX design.

Lavanda

Lead UX Designer, 2023-2024

Leading the design team responsible for Lavanda's Product Design output across a portfolio of property management products in the hotel, co-living and student sectors. Responsible for team management, discovery, UI and UX design.

Tax Systems

Product Design Lead, 2020-2023

Leading an internal team of permanent and contract designers across Tax System's growing product offering. Responsible for all things product design, including process management, design direction, user research and contributing directly to product strategy.

Etch

Product Design Lead, 2018-2020

Leading design resource across Etch's portfolio of FINTECH, Hospitality and Charity clients. A hands-on role responsible for recruitment, mentoring, design process, project management and the collective quality of our teams output.

Contract/Freelance

UX Consultant, 2016-2018

Working with a variety of clients as a solo practitioner and as part of larger teams on Product and Proposition work in various industries including FINTECH, E-Commerce, Education and Risk Compliance.

3Degrees Agency

Partner, 2011-2016

Leading design and development in addition to overseeing project and client management.
Working with dozens of international and local clients across multiple industries on an array of UX and Branding projects.

Ocado

UX Designer, 2010-2011

Reporting to the Head of UX and Head of Retail this was a hands-on UI/UX and Research role.
During my time at Ocado I was responsible for designing key onboarding journeys and catalogue UI that continues to be in use today.

Rank Interactive

Web Designer, 2009-2010

Contributing to the online experiences for Mecca Bingo, Grosvenor Casino and Blue Sq. Primarily responsible for the demanding PPC conversion areas of their products and collaborating on various retention strategies across the portfolio.

GIMO

Web Design Lead, 2008-2009

After joining GIMO I quickly learnt how to apply my skills in cognitive psychology and behavioural design to GIMO's online gaming portfolio. I was promoted to help manage the workflow of the design team in addition to ensuring consistency and quality across all workstreams.

Falling Pixel

Director, 2006-2008

Having won a seed grant and securing office space in Portsmouth, Falling Pixel went on to become Europe's largest 3D content marketplace, eventually selling to the industry leader, Turbo Squid, who are part of the ShutterStock group.

Education

University of Portsmouth

BSc (HONS) Computer Animation, 2005–2008

Studying 3D Modelling, Lighting/Texturing, Traditional Animation, Motion Capture and Interaction Design. I was an active member of a number of social clubs and the Chairman of the Portsmouth Enterprise Society.