

I'm an experienced, *pragmatic* designer who likes to work with small user-centred teams on socially meaningful projects. I thrive in the gap between product vision and technical execution; my coworkers often refer to me as the “*Swiss Army knife*” of the company.

since january 2019

UX DESIGNER

at **Feeld**, a dating app for the curious · remote

I help build an understanding of our community's needs and experience, influence priorities in our roadmap, conceptualise new features to solve problems (product specs, wireframes, prototypes, UI designs, and validation strategy), and align closely with the engineering and product teams to bring those features to life.

june 2017 — may 2019

SENIOR ACCESSIBILITY & USABILITY CONSULTANT

at **AbilityNet**, a charity championing inclusive technology · London

I helped our clients make their digital products more accessible to people with disabilities and achieve WCAG conformance by providing audits, technical recommendations, design reviews, training, and diverse user testing. Within the team, I mentored other consultants, became a central point of contact for technical questions, and initiated a culture of knowledge sharing and documentation now widely used.

january 2013 — feb 2014

BACKEND DEVELOPER

at **mtc. media**, Scotland's leading web agency · part-time · Dundee

I contributed to building and maintaining the backend for our clients' websites in applications like e-commerce, content management, and custom integrations.

previously

Teaching assistant, research assistant, freelance work, and internships: details on request

education

MSc Media and Arts Technology, Queen Mary University of London (2016) · distinction

BSc (Hons) Digital Interaction Design, University of Dundee (2015) · first class honours

skills

Experienced with wireframing, prototyping, user testing, usability engineering, design systems, documentation, digital accessibility, metrics and validation, microinteractions, typesetting

Some experience with development (primarily React Native, web technologies, scripting), UI design, UX copywriting, Jobs To Be Done framework, automation, QA testing, customer support, physical prototyping, workshop leading