

Chris Wright

User Experience Designer



 chriswrightportfolio.com

 [linkedin.com/in/cwrightux](https://www.linkedin.com/in/cwrightux)

 farmhousecookies@gmail.com

 07711 286643

UX Skills

Ethnographic Research, Wireframing, Usability Testing, Site Audits, Stakeholder Management, Design systems, Information architecture, Personas, Card Sorting, Sitemaps

Technical Skills

HTML, CSS, JavaScript, jQuery, PHP, MySQL, Python, JSON, WordPress

Computer Skills

Figma, Sketch, Invision, UXPin, AdobeXD, Photoshop, Illustrator, InDesign, Jira, Whimsical, Craft, Monday, Trello, After Effects, Premiere, Final Cut, Sound Forge, Audacity,

Education

Birkbeck University - FdSc Web technologies - 2014 to 2018

During this course I studied HTML5, CSS3, JavaScript, PHP, Python, MySQL, as well as team work, and problem solving skills.

Career Foundry - UX Design - 2016

An intensive training program for UX Designers, specializing in process and methodology, data driven approaches to strategy as well as prototyping, and conversion rate optimization.

Experience

Marcura - Lead UX Designer - Apr 2023 - Present

Lead end to end design on greenfield development project. Conducting research with internal and external stakeholders and users. Responsible for design of internal and external SaaS web applications including; User management systems, Financial comparison and negotiation, Claims management, Terminal benchmarking, Dashboards, Analytics and Event history. Contributed to other applications within the Marcura suite of software, collaborating with product, tech and compliance.

better.co.uk - Lead Product Designer - Jul 2022 to Mar 2023

Responsible for the redevelopment and delivery of a new Figma design system with greater alignment to our parent company. Helped to lead a reskin/rename of our consumer facing website whilst supporting the wider organisation during this transition. Predominantly worked on the user acquisition product team with a focus on delivering site improvements aimed at increasing customer conversion. Working along side a project manager we delivered a business case for user testing which resulted in an investment in user testing and a regular cadence of testing. Mentored junior UX designers and helped to organise and manage design team.

Sea/ by Maritech - UX/UI Designer - May 2020 - Jul 2022

Design lead on operations software, responsible for discovery, through to delivery of flagship COA feature, which focused on transitioning to an events driven architecture. Moved to Maritech's most commercial product (Sea/Contracts) and led design during a R+D cycle. Discovery work undertaken in this period lead to a reengineering of products audit and history functionality. Responsibilities included contribution to new design system and mentoring of juniors.

Travellex - UX/UI Designer - Aug 2019 to May 2020

Lead designer on tax free shopping initiative. Working as a start-up within the larger FinTech organisation, I was responsible for the end to end design process on new native iOS and Android apps, as well as a web app. Duties including ethnographic research, facilitating ideation workshops, journey mapping, usability testing, creation of interactive prototypes in Figma and handover to our remote development team.

Onedome- Product Designer - Jan 2019 to Aug 2019

Initially joined this PropTech start-up working on their mortgage offering. However the role developed to include work for the conveyancing and search products. Working in an agile Kanban methodology alongside a product manager, my role encompassed producing both low and high fidelity prototypes, undertaking usability tests to evaluate hypotheses and learn how to iteratively improve designs, as well as running A/B preference tests and surveys. With a development team based in Kiev, the role involved remote handover and conference calls.

Chris Wright

User Experience Designer



 chriswrightportfolio.com

 [linkedin.com/in/cwrightux](https://www.linkedin.com/in/cwrightux)

 farmhousecookies@gmail.com

 07711 286643

UX Skills

Ethnographic Research, Wireframing, Usability Testing, Site Audits, Stakeholder Management, Design systems, Information architecture, Personas, Card Sorting, Sitemaps

Technical Skills

HTML, CSS, JavaScript, jQuery, PHP, MySQL, Python, JSON, WordPress

Computer Skills

Figma, Sketch, Invision, UXPin, AdobeXD, Photoshop, Illustrator, InDesign, Jira, Whimsical, Craft, Monday, Trello, After Effects, Premiere, Final Cut, Sound Forge, Audacity,

Experience

Gweek - UX/UI Designer - Apr 2018 to Jan 2019

First design hire at EdTech start-up. My responsibility was to oversee the transition from a purely B2B to a B2C proposition. Initiated user testing within the company. Worked across native iOS and Android apps as well as website design. Responsible for whole design process, including low and high fidelity prototypes, and worked closely with app and front end web developers to deliver designs. Utilised Lottie animations within apps and assisted with marketing materials and investment presentations.

Cordis Solutions- UX Design Consultant - Apr 2017 to Apr 2018

Sole designer across several companies. Key focus was on delivering redesigned external websites, as well as internal SharePoint Intranet systems. Role incorporated wireframing, low and high fidelity prototyping, multi-variant testing, style-guide creation and maintenance. Design and research for SAP UI5 applications, WordPress development, print design, as well as animated promotional and marketing videos.

IBF - Designer & DVD Author - Aug 2013 to Dec 2013 & Feb 2015 to Mar 2017

First worked in a freelance capacity, and then later in a permanent role. Responsible for still and motion graphic design, audio and video editing, as well as DVD authoring.

BTI Studios - Technical Operator - Jan 2014 - Feb 2015

Versioning editing to localise motion graphics interstitials and audio. Subtitle burning in/hard-coding. Audio description processing and audio editing. Graphic design to create promotional and marketing materials. Video Encoding, DVD Authoring, Video Ingest

Exposure4 - Video Editor - Oct 2012 to Mar 2013

Video editing and motion graphic designer for travel and corporate videos. Other duties included print and web design, email campaign design and maintenance using Mailchimp, as well as file and asset management.

Deluxe - Graphic Design and DVD Authoring - Nov 2011 to Oct 2012

Motion graphic design working from briefs or supplied art work
Video and audio editing using adobe premiere
Video encoding and compression with both hardware and software solutions

Eyeframe - DVD Author - Feb 2011 to Nov 2011

Video editing and motion graphic designer for travel and corporate videos. Other duties included print and web design, email campaign design and maintenance using Mailchimp, as well as file and asset management.

Classic Pictures - Video Editor & Camera Op - Sep 2004 to Feb 2011

Initially started out at classic, in a junior accounting role. Was lucky to have the opportunity to retrain at the weekends and initially moved into a new role, subtitling and exporting videos. continuous training allowed me to move into roles which covered Filming with HDCAM, DVCPRO HD, HDV, Digibeta, and DVCAM Cameras. Still and motion graphics using a combination of Adobe Photoshop and after effects. DVD authoring with Sonic Scenarist. Final Cut Pro Video Editing, Video encoding for web delivery and DVD