

Lee Giles, Designer

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I'm a designer who is fascinated by the belief that interaction with technology can have an impact on somebody's life, affect how a person behaves and how it can transform the way in which someone expresses themselves. I design interfaces that enable people to create meaningful experiences with the physical world. Collaborating with other designers, engineers, and product managers, I build scalable products with an iterative approach, using data to articulate and validate design rationale.

Experience

Lost My Name

January 2015 - Present

Over the last 2 years I've been designing features that enable people to create and purchase children's products at [lostmy.name](#) in a simple, intuitive, and engaging way

- Shipped multiple large-scale projects, developing design from research through to completion whilst implementing design in production sprints
- Adopted lean UX and design sprint methodologies to quickly and iteratively validate concepts and interactions with users
- Managed the end-to-end processes including specifying and shipping complex features across the site, validating design rational quantitatively though a/b testing and analysis
- Led the design effort of a component-based design language system, migrated the design team to Sketch and introduced version control for design though Git.

Education

Bournemouth University

Graduated 2014

BA Interactive Media Production, First Class (Hons)

New College Swindon

Graduated 2011

A2 Qualification: Music Technology, Grade A

BTEC: Creative Media, Distinction

Obsessions

Design aside, I play the drums, ramble around the city with my camera, and try desperately to not spend all my money on good food.

MOO

July 2014 - January 2015

I worked in an agile environment to iterate on the existing features of [moo.com](#) and collaboratively built common design processes within the broader Experience Design Team

- Facilitated design studio sessions, incorporating the MOO UX design principles with cross-functional teams to encourage creativity and collaboration
- Worked in lean, agile workflows within a multidisciplinary team to ship feature improvements to the product discovery and product personalisation
- Produced prototypes and designs at a wide range of fidelities from wireframes through to high resolution.

Thinking Juice

May 2013 - October 2013

Collaborated with multidisciplinary teams, delivering large scale web and mobile projects

- Supported design of major client work such as Marshal Amps, G-plan Upholstery, Naim Audio and Muzuno
- Built working relationships with developers and an understanding of design handover.

Skills

UX Design

UI Design

Visual Design

Motion Prototyping

Sketch, Adobe Creative Suite

HTML

CSS/SASS/SCSS