GEORGE DARBYSHIRE

USER EXPERIENCE DESIGNER

ABOUT ME

London based designer driven by identifying solutions to user problems informed by research and ideative methods. Various experience at startups, tech companies and design agencies has provided exposure to a range of industry practices. Both technically adept and creative, with a strong desire to work within a team of like-minded, ambitious UX professionals.

Masters graduate in UX Design from University of Arts London, studying has provided a passion in effective design with a necessary and useful place in society.

CONTACT

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EDUCATION

UNIVERSITY OF ARTS LONDON
MA, User Experience Design (2018-2019)
Distinction

NORTHUMBRIA UNIVERSITY, NEWCASTLE
BA (Hons), Design for Industry (2013-2017)
Upper Second Class

FOREST SCHOOL, LONDON
A - Levels (2006-2013)
A- Govt & Politics, B - History, C - Fine Art

SKILLS

Figma	Premier Pro	Wireframing
Sketch	Adobe XD	Presenting
Protopie	Rhino	A/B Testing
Principle	Keyshot	Scrum/Agile
Photoshop	Sketching	Research
Illustrator	Prototyping	Powerpoint

EXPERIENCE

Present - Oct 2022

LEAD UX DESIGNER
Skylark Creative, London

Instrumental in leading the team through the redesign of Arsenal Direct, leveraging data-driven research methodologies and rapid prototype testing to drive user-centric solutions. Expertise in client engagement, a track record of delivering high-impact wireframe and design solutions tailored to client needs. Notable skill in building design systems & component libraries in Figma while using ProtoPie to create high-fidelity prototypes to hand-over to developers.

Oct 2022 - Apr 2021

UX DESIGNER

Working across web, mobile and digital experience projects serving clients across finance, law, marine technology, e-commerce, and sports teams. Significant client facing role, holding meetings and workshops for user persona's and journey's through to design delivery and implementation.

Apr 2021 - Jun 2020

UX/UI DESIGNER
Triller, London

Worked in sprints creating new features within the app. From market research, wireframes, designs, prototyping and testing, each design carefully considered before being delivered to developers. Using softwares such as the Adobe Suite, Figma, Sketch, ProtoPie and Principle.

Working closely with the in-house development team ensured each design was optimised for a fast turn over with quality, using app staging versions to test and provide feedback to create any necessary changes.

May 2020 - Mar

UI DESIGNER
Hyperjar, London

Working solely on their mobile application over iOS and Android formats, using Sketch and Zeplin to design and deliver to the in-house development team for iterative product releases. Working in sprints using Jira to hit strict deadlines.

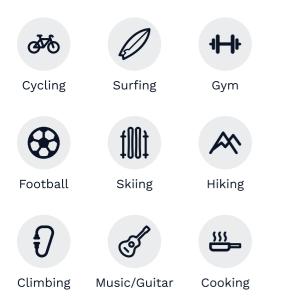**Oct 2018 - May**

INTERN & JUNIOR UX DESIGNER
ELSE, London

Worked in a versatile team across web and mobile projects to build designs for projects across a range of verticals including Pharma and Gambling, using Sketch, Zeplin & Adobe Suites.

VOLUNTEER WORK

Volunteering at the 2012 London Paralympic Games was one of the most fulfilling things I have ever done, assisting the Paralympic shot putt throwers in moving to their seats. It really opened my eyes to the incredible feat that these athletes manage to accomplish.

INTERESTS & HOBBIES

Cycling

Surfing

Gym

Football

Skiing

Hiking

Climbing

Music/Guitar

Cooking

EXPERIENCE

Apr 2018
-
Dec 2017

CUSTOMER SUPPORT
Hey Tempo: Drover & Goodlord

I worked in two office jobs at Drover and Goodlord, both within customer support roles while applying for my masters degree.

Jun 2016
-
Jun 2014

DESIGN INTERNSHIPS
Tangerine, Teague, Smart Design

Industrial & UX Design internships gained during Bachelors degree. Supported across digital and UX design projects, with particular focus on research to ideation.

Building to-scale card models of aeroplane seats for clients. Further responsibilities of building credential decks for clients.