User-focused designer with end-to-end experience across the design lifecycle, including user research, product and service design. I work collaboratively with colleagues, users and stakeholders using iterative processes to create, adapt and improve products and services. Experienced working as part of a cross-functional team, with clients and partners, and as a consultant.

Giles Currington
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Bristol
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Work History

AUG '21 – NOV '21
Design Lead – Candide

Lead design within the 'Gardens' business area, mentoring and line managing 2 product designers, advocating for the user, and implementing good design processes and practice across the company.

JUL '19 – JUL '21
Product Designer – Candide

Design new and existing products and services within the 'Gardens' business area and across the wider business. Identify opportunities through generative research, test ideas by prototyping, design and deliver products and services to market in an iterative and agile way.

AUG '18 – JUL '19
Freeance UX/UI Designer – Giles Currington Ltd

Work with agencies, startups and brands on digital products and services, from concept creation and research, user journeys and information architecture through to visual design and prototyping.

SEP '17 – JUL '18
UX/UI Designer – Why Studio

Digital products for variety of clients, including user research, UX design, visual design and protoyping. Work collaboratively using design sprints and iterative processes to create, adapt and improve products and services.

SEP '16 – AUG '17
Travel and work in South America.

AUG '15 – AUG '16
UX/UI Designer – August Media (Publicis Group)

Integral part of agile team of PM's, engineers and designers, working across large-scale e-commerce builds, responsive sites, and hybrid and native apps.

NOV '13 – AUG '15
Lead Designer – Contentment

Skills & Experience

Research methods – Quantitative and qualitative
Product and business strategy — identifying opportunities and risks, prioritisation, defining scope
Experience design — information architecture, journey maps, service blueprints
Product and interaction design — UI design, prototyping, accessibility, usability testing
Front-end technologies – HTML5, CSS3, JavaScript

Training & Conferences

Service Design & Innovation Intensive – UAL
Mind The Product – London
Smashing Magazine – RWD Workshop
Guardian Masterclasses – Designing digital magazines
General Assembly – Designing for multiple devices
The Next Web Conference – Amsterdam

Education

'07-'11
University of Leeds
BA Hons : Graphic and Communication Design

'04-'06
Hills Road Sixth Form College
4 A levels – ABBB