Giles Currington

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Summary

I'm a design lead using pragmatic, just-enough design and discovery to navigate ambiguity, go from 0-1, and deliver business and user value quickly and iteratively.

I've built, managed and mentored healthy multidisciplinary teams and communities of practice in start-ups and scale-ups, embedding user-centred design approaches within organisations and setting up design and designers to succeed.

Experienced launching products and services including consumer mobile, B2B SaaS, marketplaces and subscription models across sectors, from Edtech, Ticketing and visitor attractions, to Fintech.

Skills and experience

Design leadership — DesignOps, communities of practice, progression, performance and change management.

Research and discovery — Quantitative and qualitative, primary and secondary research and data analysis, hypothesis-driven design, learning by doing.

Product and business strategy — Identifying opportunities and risks, design futures and product vision, prioritisation, scope definition.

Service and UX design — Digital and hybrid services, information architecture, journey maps, service blueprints.

Product and interaction design — UI design, prototyping, accessibility, usability testing.

Work history

JAN '22 – PRESENT

Lead Product Designer — MyTutor, Edtech scale-up

Co-leading a multi-disciplinary team of product and brand designers, and leading design work across a range of teams and end-user groups.

- Co-led design department - including managing team health and communities of practice, hiring, team structure and change management - to get the most from the design function, working with leadership peers in Product, Engineering and the wider business.
- Helped raise an additional £4M funding with discovery for a learner-focused product strategy that diversifies our offering and serves a greater range of learner and business needs.
- Co-led design for new platform and commercial model which increased cohort lifetime revenue by up to 40%

AUG '21 – NOV '21

Design Lead — Candide, Plants and gardens start-up

Lead design for B2B SaaS for garden venues, mentoring and line managing 2 product designers, and implementing user-centred design processes and practices across the company.

- Launched a B2B2C contactless booking and entry service that enabled gardens to stay open during the pandemic.
- Piloted an interactive garden tour at the Eden Project
- Launched a B2C and C2C in-app marketplace for garden products and services.

JUL '19 – JUL '21

Product Designer — Candide, Plants and gardens start-up

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

Lead/Senior UX/UI Designer — Freelance, Giles Currington Ltd

Work with agencies, startups and brands on digital products and services, from concept creation and research, user journeys and information architecture to visual design and prototyping.
- Sole designer for Legal/financial services platform MVP
- Exploring sustainable business models for Shell subsidiaries

SEP '17 – JUL '18

UX/UI Designer — We are Why Studio, Digital agency

Main focus on digital products for Barclays bank, including user research, UX design, visual design and prototyping. Work collaboratively with clients using design sprints and iterative processes to create, adapt and improve products and services.
- Discovery and design for Barclays bank consumer app product exploration to support Open Banking.

SEP '15 – AUG '16

UX/UI Designer — August Media, Digital agency

Integral part of agile design team working across large-scale e-commerce builds, responsive sites, and hybrid and native apps. UX, UI, and visual design. Work in close partnership with development team to iterate and improve design to achieve and exceed client requirements.

NOV '13 – SEP '15

Lead designer — Contentment, mobile app publishing start-up

Lead the design team in the design and development of digital products, with a focus on responsive HTML5 apps. Also responsible for the rebrand and positioning update.

Training and conferences

UX London
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