Passionate about designing user friendly experiences to bring a positive impact to the end user.

JAMES PATTON
Product Designer
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SKILLS
Design
Storyboarding
Wire-framing
User flows
Flow charts
Prototyping
User interface design
Design guides
Empathy
User testing
Requirements gathering
Translating business needs

Coding
HMTL5
CSS/CSS3/SASS
JavaScript

EDUCATION
Liverpool John Moores University
IT & Multimedia Computing BSc (Hons)

CERTIFICATES
Agile Project Management Foundation
PADI Divemaster Leader
Emergency First Response Instructor

HOBBIES
Boxing
Scuba Diving
Hiking
Motorbike touring
Cycling
Formula 1
Making fun memories

CHALLENGES
Liverpool and Belfast Marathon
National 3 Peaks Challenge
Yorkshire 3 Peaks
Coast to Coast (C2C)
World Coal Carrying Championship

EXPERIENCE

Product Designer - WonderBill
01/2019 - 07/2020

Leading the design team and overall design of the app, I worked closely with the CPO to help drive and deliver the product roadmap. I would define, wireframe, prototype and test features of all sizes before working with the Development Team and Product Manager to bring them to life.

Being responsible for user testing, I successfully secured budget from the Senior Management and negotiated business terms with UserTesting.com to improve the efficiency of user testing. I also prototyped and tested open banking features, improved the sign up flow and instilled process within a small start up team.

Lead Designer - FitnessGenes
07/2015 - 11/2018

Responsible for the design and front-end build of the commercial website and members area. I managed a design team of 3 whilst working closely with the development team. As scrum master I managed workloads across both departments to ensure key projects were on track for delivery whilst reporting progress back to the Senior Management.

Outside my day to day responsibilities I successfully implemented Jira, implemented a refer a friend scheme and prototyped mobile and wearable apps.

UX Lead - GoldSixty7
01/2015 - 07/2015

I played a key role in gathering and understanding system requirements, project planning, design and liaising with clients. I was responsible for creating user flow charts, wire-frames, user experience and the front-end development.

I worked on a number of bespoke projects, which included a data management platform, ticketing system and social media platform.

UI Team Leader - RentalCars.com
08/2013 - 01/2015

Managing a team of 5 we were responsible for the design and build of all Intranet and Extranet applications.

Head of Design - Think Money Group
03/2012 - 07/2013

I managed a team of 5 to maintain and deliver a high standard of design and usability across multiple websites.

UI/UX Designer - BlackLight Software
03/2010 - 03/2012

I was involved in many projects which included - interface design, web design, e-commerce and usability testing.