William Colley

Product Designer

Profile

I'm a Product Designer who believes in tech for good. Working in cross functional agile software teams. Using design thinking to deliver great user experiences. Diagnosing with data and treating with design.

Building consistent design systems that are accessible and inclusive. Putting the user and business at the heart of all design decisions while uniting teams to do their best work. Focusing on outcomes not output. Challenging existing HCI (Human Computer Interaction) reality.

williamcolley.com
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Experience

Lantum, Senior Product Designer
June 2019 – March 2021

- Product designer on multiple large scale projects
- Leading user research methods
- Design system development

OnCare, Product Designer
February – May 2019

- Researching, testing and developing prototypes and high fidelity UI
- Lead designer for all assests

JustGiving, Product Designer
January 2008 – December 2019

- Product Designer on large projects
- Iterative, inclusive, cross functional public development cycles
- Translating user research, persona driven designs in a fast-paced business environment

Education

- Webcredible UX training – fundamentals 11th Sep 2018

- CIID (Copenhagen Institute of Interaction Design) Service Design through Experience Prototyping 24th – 26th November 2016

- Nielsen Norman Group HCI (Human Computer Interaction) 9th – 11th November 2014

- Nielsen Norman Group Visual Design for Mobile and Tablet 5th – 6th June 2014

- Wackers Academy Amsterdam, The Netherlands Fine Art Diploma 1993 – 1998

- City & Guilds of London Art Schools Foundation in Fine Art September 1992 – June 1993

Software

Figma, Jira, SketchApp, Adobe CC, InVision, Marvel, Zeplin, Framer, HTML & CSS

Expertise

Product Design
Design Thinking
Design discovery
Design sytem creation
UX Design Research
Design Coaching
Stakeholder Management
Design Management

References

Available on request.