

Product Designer with 10+ years experience designing complex, developer-focused and enterprise SaaS products. Strong background in design systems, UX strategy, and end-to-end product execution, with hands-on experience prototyping production-grade interfaces using modern web technologies. Comfortable operating at staff level across discovery, delivery, and cross-functional leadership.

Experience

evroc 2025 — 2026

Product Designer

- Led end-to-end UX design across the evroc Console, shaping the core platform used to manage infrastructure and services for enterprise customers from early product definition through production release.
- Worked closely with product managers, engineers, and stakeholders to translate business and technical requirements into cohesive, intuitive experiences, balancing usability with the needs of a diverse and highly technical user base.
- Designed and built the evroc design system from first principles, defining foundational primitives (colour, typography, spacing, layout, interaction patterns) and establishing scalable, accessible components used consistently across the Console.
- Built and validated a fully interactive, production-grade alternative Console prototype using React Router v7, Base UI, Better Auth, and Cloudflare Workers—enabling rapid evaluation of a new visual language and interaction model in a realistic end-to-end environment.

Web Browser Prototyping User Research Design Systems

Docker 2023 — 2024

Staff Product Designer

- Designed and refined a cohesive user experience that consolidates access to multiple Docker products within a single web interface.
- Led design efforts on enterprise-grade user management, encompassing advanced authentication (SSO/SCIM) and identity management workflows, role-based access controls (RBAC) for user/product capabilities, and enhanced admin controls—ensuring a secure, intuitive setup that supported large-scale deployments.
- Created intuitive designs to drive product adoption, utilising user research and post-launch metrics to iterate and improve the overall user experience.

Web Browser Prototyping User Research

Cloudflare 2019 — 2023

Senior Product Designer

- Led design work for web browser products/features such as Network Analytics, WAF, and Security Center as well as the WARP native application for Android, iOS, macOS, and Windows.
- Influenced and contributed towards the internal design process creating a familiar workflow across design teams.
- Presented best practices with designers and mentored newer and junior designers.
- Advocated for tools to facilitate usability testing.
- Shared design decisions and vision with product development team, highlighting the value of design to the organisation.
- Collaborated with Brand Design team to reinforce consistency across the customer journey.

Native (Mobile) Native (Desktop) Web Browser Prototyping User Research Animation

Design Systems

WorldRemit 2017 — 2018

Product Designer

- Led the design effort on various features of the mobile app such as: transaction status, managing personal details, and refining the new transfer experience, for both Android and iOS.
- Led the conception, validation, and subsequent iterations of the initial WorldRemit Wallet.

Native (Mobile) Web Browser Prototyping User Research Animation Design Systems

Capital One 2014 — 2017

UX Designer

- Heavily involved with the conception, ideation, user research and execution of the mobile app to help customers manage their account, for both Android and iOS.

Native (Mobile) Prototyping User Research

Education

BSc Computer Science (2.1) 2011 — 2014

Manchester Metropolitan University

Tools & Skills

Design: Figma, Illustrator, Sketch

Animate: Adobe After Effects

Research: UserTesting, Maze, UsabilityHub

Code: HTML, CSS, JavaScript, React (React Router v7/Remix Run)

Project Management: Jira, Confluence, Miro, FigJam

Analytics: Google Analytics, Amplitude, HotJar

- Experienced working cross-functionally with engineering, product management, research, project management, and customer facing teams e.g. sales and support.
- Experienced facilitating cross-functional workshops and design critiques.
- Familiar building end-to-end experiences for Enterprise SaaS products i.e. how features impact billing, role based access control, privacy & compliance, and analytics.
- Able to strike a balance between customer needs, business needs, and design craft.
- Experienced conducting user interviews (remotely/in-person), drafting surveys, and producing prototypes for usability testing.
- Experienced conducting interviews, receiving feedback, and synthesising input from senior/executive leadership.