isaac anderson
ux designer

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EXPERIENCE

Cambridge University Press   *April 2019 - Present*

UX Designer

- Designing in a Lean and Agile environment using Scrum methodologies to create Cambridge One, a new digital language learning platform.

- Working collaboratively to create user flows, wireframes, high-quality interfaces and interactive, clickable prototypes.

- Co-ordinating and conducting tests across nine unique areas as testing lead. I introduced various testing types and created a standard testing process, covering six different scrum teams.

- Gaining an in-depth understanding of our users behaviour through formative research techniques, including interviews, diary studies & surveys.

- Presenting findings to gain stakeholder buy in at different levels across the business, facilitating the company's move towards a service design strategy.

- Using Atomic Design principles to assist in the creation of our pattern library, the first stage in an on-going process to develop a scalable design system.

Institut Polytechnique de Grenoble   *Jan 2016 - June 2016*

Researcher

- Worked with a postgraduate team on a 3D printer that used electron beam manufacturing (EBM) methods to build metallic parts.

- Merged a solution into the existing machine setup using a product design process that included exhaustive research, design, prototyping and testing.

- Manufactured a new product that reduced material overheads by 95% (per operation) and decreased the initial set-up time of the machine by over 80%.

Griffon Hoverwork   *July 2014 - July 2015*

Detail Designer

- Worked with engineers, architects and production on the 12000TD, a £10M+ project to launch the world's most technically advanced hovercraft series.

- Met tight deadlines while working exclusively on the craft's main cabin, using contextual analysis which led to prototyping and digital modelling.

ACHIEVEMENTS & PROJECTS

TextPattern CMS Showcase

- Created and developed a website that is showcased by the makers of my CMS, alongside sites belonging to the designer behind the Firefox & MailChimp logos, and an award-winning creative agency.

Rules for Concept Development

- An ethnographic study that focused on the language used between members of three design teams during the early stages of their projects, and analysing how this affected the development of their ideas into concepts.

BME Representative

- Worked closely with BME students over the course of a year, understanding and empathising with their problems and struggles, as well as giving support.

EDUCATION

User Experience Design

Oct 2017 - March 2019

Engineering with Advanced Design and Innovation (MEng)

University of Bath

Oct 2012 - July 2017

TOOLS

Sketch

Invision

Marvel

Craft

Figma

Axure

Lunacy

Google Analytics

Git

Excel

LANGUAGES

HTML

CSS (including SASS)

Javascript

SOCIAL

www.linkedin.com/in/ia278

www.github.com/ia278

www.dribbble.com/ia278