

Michael Pinney

michael.pinney@forlovenotmoney.org www.michaelpinney.co.uk

EXPERIENCE

SENIOR USER EXPERIENCE DESIGNER, DISCOVERY, LONDON, JUL 2017 – PRESENT

- Lead the design process on multiple projects centred around EU regulations. Working closely with product managers, developers, marketing and internal counsel to ensure compliance with new regulations such as GDPR, Portability and PECR whilst representing customers to ensure legal complexity doesn't compromise the end user's experience.

SENIOR USER EXPERIENCE DESIGNER, PAYBASE, LONDON, NOV 2016 – JUN 2017

- Working with the Head of Product I worked to research potential consumer propositions. I conducted in-depth user interviews, market research, worked on content strategy and designed smoke test pages to gauge propensity to use.
- I was also heavily involved with the redesign of the company website to support their B2B efforts.

SENIOR USER EXPERIENCE DESIGNER, YUBL, LONDON, NOV 2015 – NOV 2016

- Joining Yubl pre-launch. I worked as part of a team to improve the Yubl experience, bring the app to market and introduce new methods of working.
- Following the launch I worked on all major feature releases including the introduction of comments to the platform as well as an updated composer, the redesign of the first time user experience and the sign up flow.

USER EXPERIENCE DESIGNER, TALKTALK TV, LONDON, JAN 2015 – NOV 2015

- Worked with product owners to define the strategy and vision for TalkTalk TV. We identified key problems people have with their TV service through user interviews and market research. We focused on creating a service which directly addresses these issues both in and out of the living room.

USER EXPERIENCE DESIGNER, BLINKBOX, LONDON, NOV 2012 – JAN 2015

- Helped defined blinkbox on a wide range of products whilst making sure we provided a cohesive experience across all devices.
- I worked on Web, Android phones and tablets, iOS Phones and tablets, Xbox 360 & Xbox One, Smart TVs and Windows phones, tablets & PCs.
- To enable this I produced: Information architecture, User journeys, Sketches, Wireframes, User research sessions, High fidelity HTML prototypes, Gherkin feature files.

CREATIVE TECHNOLOGIST, PROFERO, LONDON, OCT 2010 – NOV 2011

CO-FOUNDER, FORLOVENOTMONEY, LONDON, MAR 2010 – JUN 2012

USER EXPERIENCE DESIGNER – INTERNSHIP, ALLOFUS, LONDON, FEB 2010 – APR 2010

EDUCATION

BA (HONS) GRAPHIC DESIGN: NEW MEDIA

University for the Creative Arts — 2009

SKILLS

PROGRAMMING & HARDWARE

HTML, CSS, Javascript (jQuery), Exposure to PHP, Processing, Arduino

SOFTWARE

OmniGraffle, Sketch, Marvel, Adobe CC, Final Cut Pro, iWork, Microsoft Office