Scott Phillips
UX Designer & Design Generalist

Portfolio https://InspiredLabs.co.uk   Call / FaceTime +44 7515 686 177

Based in London (will relocate/remote)   Nationality British

About

I believe in the power of design. Solving all manner of problems — design can influence, and provides repeatable, tangible business benefits. I've worked on research projects for award-winning startups, designed for development A-Teams and contributed to prestigious organisations such as ArcelorMittal, Bowers & Wilkins, Rolls Royce, Harvard Business School and Siemens.

Highlights

- Startups I work with have a very low failure rate. Positive R&D outcomes in place 13+ years later.
- Aris Technologies constant deployment strategy requires very high quality design: after refining the automated template system, projects I produced went through QA without a hitch — scoring 100%.
- Autodesk use my artwork to advertise thier earliest 64bit tools, described as "A cut above the rest".
- Prevented a communication agency loosing high-profile client by delivering beyond expectations.
- Designed centre-piece for award winning project in Cairo, 2011 on behalf of Mallinson's Architects.
- Delivered "UX benefits to business" with Harvard Business School professors for Telecom Italia.
- Saved M3 Publishing revenue loss with post-hack analysis & security hardening in a live-environment.

Employment

UX Designer, Researcher & Interaction Designer — Inspired Labs, Remote. *2011 - present*
Inspired by ex colleagues to design a mobile product to fill the nieche of "websites in a world of apps".

- Earned sustainable, repeat business using focus groups and empirical testing to inform the design process.
- Evolved test strategy from guerrilla testing to expert analysis and split-testing customer feedback.
- Achieved 100% GT Metrix score, overcoming complex interaction design issues.

UX Designer, Marketing & Community Builder — Vaultarch, HK & London. *2016-2017*
Won multiple awards for best new entry to tech startup scene in Hong Kong for preventing losses.

- Promoted brand to introduce investors: Simon Cook (SpaceX) & Mike Greene (Secret Millionaire).
- Researched expert opinion to approach machine learning use-case and machine vision simulation.
- Delivered documentation on UX research, risk assessment, market validation & competitor analysis.
- Created memorable marketing material: "Preventing counterfeit, theft & fraud" for mobile and web.

UX Designer, Researcher — Il Parco dell Energia Rinnovabile. Umbria.Italy. *Spring -Summer'16*
Optimised Italy's largest independent sustainability research centre's communication strategy.

- Service design improvements to increase revenue by on-boarding English speaking visitors.
- Accessibility research to improve staff and visitor experience, designing to alleviate colour blindness.
- Designed mobile site authored with Bootstrap4, HTML5, CSS3 & JS to achieve a PageSpeed score of 99%.

Designer, Typographer, Art Director & Copywriter — Tandem Festival. Oxford/Remote *'14-'15*
Produced graphics for sustainability festival working with the Oxford Visual Arts Development Agency.

- Able to express design to stakeholders, contributors and the public — assets still in place 4+ years later.

"Scott has an outstanding work ethic" — Nina Brown, Entrepreneur, **Oxford Tandem Festival**

UX Designer, User Researcher, Marketing Copywriter – 3Si, Newcastle-Under-Lyme. *2015*
Championing the user for MENSA, NFU (National Farmers Union) & PathSOC using complex CRM.

• Advocated user-centred design to improve IA (information architecture), winning over heads of function.

• Addressed service design issues, where incumbent process discouraged involvement or customer feedback.

• Advised how to capture qualitative research to encourage sales during UAT (user acceptance testing) phase.

• Mentoring juniors in research process resulted in highest learning pass rates in company's history.

• Improved accessibility with content acuity study, creating better UX for developers, juniors & end-users.

UX Designer, Researcher & Interaction Designer – Inspired Labs. Oxford *2011 - 2015*

• Analysed business problems, solving them visually in collaboration with 3rd party developers.

UX Designer, Animator & Mentor – Atacama. Oxford *2010 - 2011*

Designed centre-piece for award winning project in Cairo, 2011 on behalf of Mallinson's Architects.

• Produced mixed format installations and mentored juniors, one of which deferred University for a year.

Motion Graphic Designer – Bowers & Wilkins. Thomas Manss. London *2009 - 2010*

• Collaborated with internal design team to realise animation and illustration to rapturous applause.

Interaction Designer, UX Researcher & Animator – Aris Technologies. Oxford *2007 - 2009*
Produced lucrative gaming platform with a highly multi-disciplinary "development A-Team".

• Nightly quality checked projects I produced went through QA without a hitch – scoring 100%, no bugs.

• Demonstrated self-motivatation and attention to detail in autonomous and collaborative projects.

• Innovated screen-based design principals in OpenGL, Flash / Desktop Client akin to early RWD.

• Acted as a force-multiplier, focusing on quality, reductionism and readability to improve UX.

• Redefined persona research for better application, helping the whole team iterate around an idea.

• Tracked progress and communicated issues for stakeholders within a SCRUM/Agile environment.

• Provided coherent updates for artists, developers, and management and mentored juniors/new hires.

• Developed wireframes, mock-ups, user-flows, scamps and prototypes to support to business cases.

• Proved utility and good ROI with designs still in use 10+ years later.

Motion Graphic Designer & Typographer – Advanced Animations, Cheshire. *2005 - 2006*
Modernised the business model of a traditional drawing office, gaining Autodesk recognition.

• Designed templates and content for household name clients such as Cummins, Siemens and DeWalt.

• Produced all kinds of digital experiences for Pulse Fitness, Joloada, Gattic and Rolls Royce.

Education: 2:1 BA Hons, Electronic Media – University of Wolverhampton '98 - '01

Interests: Tech, Hiking (Camino de Santiago & 3 peaks), documentaries, current affairs.

References

Andrew Buchanan, Vaultarch andrew@anselan.com   Chris Sinclair, 3Si csinclair@3-si.com

Nina Brown, Tandm Festival nina@cultivateoxford.org   David Savva, Bladonmore dsav@livenet.ac.uk

*"Scott fully understands the concepts of design… how things flow and
the way the message is conveyed to the user"* – Chris Sinclair Director, **3Si**