


Andrew Findlater

UX Designer

CONTACT

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EDUCATION

Bachelor of Product Design (Hons)
Massey University Wellington 2003

Rotorua Boys High School 1995-99

SKILLS

- Market & User Research
- Storyboarding & user flows
- Wireframing
- Design Systems
- Responsive prototyping
- Information Architecture
- Strategy & Product ownership
- HTML / CSS
- Agile workflows

SOFTWARE

- Sketch
- Invision
- Zeplin
- Webflow
- Hotjar
- Adobe Creative Suite
- Google Analytics, Tag Manager, Optimize

PROFILE

I am a UX designer who loves to work at the intersection of business, technology and creativity. I foster strong relationships with both clients and colleagues and work hard to facilitate the conversations needed to evolve ideas and opportunities into fully realised potential. I like being a leader in my field and also thrive on expanding my knowledge in others. I'd describe myself as hardworking, honest, respectful and fun to work with.

EXPERIENCE

Product owner & UX Designer | barfoot.co.nz | Sales Kit

Barfoot & Thompson IT | Auckland | 2018 - PRESENT

In July 2018 I took over the product ownership of barfoot.co.nz and Saleskit. This was in addition to my UX design responsibilities.

- Managing and grooming product backlogs in Trello and Jira.
- Recipient of all user and business feedback including scheduling bug fixes, enhancement and house-cleaning of code base.
- Scheduling deployments with dev ops then reporting progress and performance to CIO.
- Specification of user stories and acceptance criteria for development and testing.
- Facilitating fortnightly sprint planning meetings with developers and testers.

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Barfoot & Thompson IT | Auckland | 2015 - PRESENT

As the first UX designer in the IT team my role was to improve the user experience of the many internal applications within the company including the company website which received over 2m pageviews a month.

- Contribute wireframes and prototypes; recognise new ideas to stakeholder meetings.
- Conduct competitor analysis and user testing to identify areas for improvement.
- Create specifications cards in Trello/Jira and visuals for developer handoff.
- Creating design systems to ensure disciplined use of styles and components by designers and developers alike..

Design Lead

Barfoot & Thompson Marketing | Auckland | 2013 - 2015

Managing a team of 5 graphic designers to deliver all company print promotional material and reporting to the CMO. Team output included bus-backs, competition entries, high end development proposals, posters and flyers.

- Interviewing and employing new team members
- Managing team output, wellbeing, skills and development

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INTERESTS

Touch, Rugby, Cricket, Surfing,
Running & Reading

EXPERIENCE (CONTINUED)

TEAM LEADER

AFFINITY | LONDON | 2010 - 2012

Leading teams of between 4 and 20 with the setup and breakdown of events across London 24/7. Events included world movie premieres and the London Olympics

- Manage all client relations to execute labour intensive work on tight deadlines.
- Manage teams around performance, safety and wellbeing.

DESIGNER

TSS | AUCKLAND | 2008 - 2012

Undertaking all graphic design work consisting of flyers, posters, identity.

Storyboarding event ideas and mocking up 3d models in CAD for signage options.

Full design and build of company website.

REFERENCES

Available on request