

Michael Pinney

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EXPERIENCE

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

- Lead design across all platforms (iOS, Android, Web & Connected TV) on a complete Eurosport Player redesign being built from the ground up. This involved user research, stake holder engagement & management, detailing user flows, wireframing, prototyping, interaction design and UI design.
- I led a number of cross team activities which culminated in a rearchitected service IA as well as the introduction of a user centric approach to product strategy and a reusable design library.
- Worked with the legal department on the implementation of EU regulations such as GDPR, EU Portability and PECR.

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. This culminated in two proposed products intended to be launched on iOS & Android.

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 on both iOS and Android as well as introducing 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 across all platforms (iOS, Android, Web & Connected TV). We identified key problems people experience with their TV service through user and market research.

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