



About Me

I'm a Product Designer with a Bachelor of Design Computing with a passion for solving complex problems with precise and systematic design solutions following robust process. I enjoy working on cars, a good pub feed, playing guitar and have a great appreciation for all forms of well-thought-out design.

Employment History

May 2024 – Dec. 2024

InfoTrack – Product Designer

- Managed design deliverables as sole designer for five legal and conveyancing products across three development teams. This included major InfoTrack products such as InfoTrackID and SignIT, with over 4000 transactions per day.
- Improved design processes for the design and product teams by introducing more robust design QA, file structures and handover processes to improve clarity and consistency for product managers and engineers.
- Led the ground-up redesign of MapIT, a map-based search and planning tool for Australian surveyors and property planners. I was responsible for product delivery planning, prototyping, user research and all visual design deliverables.

Feb. 2022 – Dec. 2023

Deltatre – Senior Product Designer

- Led the design direction of a new multi-platform Figma design system for AXIS: a white-label streaming service product designed for sports and entertainment clients.
- Determined the structure of design tokens, design system foundations and ~1800 components for use on TV, native mobile and responsive web, across eight screen sizes.
- Worked directly with the design director and design lead on determining product direction.
- Regularly validated and presented design system progress with wider international product team.
- Planned and participated in the hiring of a new mid-level designer with the design director.
- Managed workloads of two mid-level designers working on the AXIS design system.

Jan. 2020 – Feb. 2022

Deltatre – Product Designer

- Responsible for owning the end-to-end design of major SaaS product features, specifically those requiring understanding of complex systems and user flows.
- Improved designer and copywriter workflows through streamlining of Confluence documentation and handover processes.
- Maintained, expanded and improved the MTRIBES Figma design system to ensure its efficiency for both designers and developers.
- Created detailed UX wireframes and high-fidelity prototypes in Axure for user testing and internal documentation.
- Planned and conducted user research sessions to validate feature prototypes before release.

Jul. 2018 – Jan. 2020

Massive Interactive / Deltatre – Associate Product Designer

- Worked on features for a new product, MTRIBES; a SaaS platform for audience experience control and targeting.
- Collaborating with all disciplines of squad members in Agile feature sprints.
- Regular workshoping and presentation of design concepts to the team.
- Note: Massive was acquired by Deltatre in Nov. 2018.

Apr. 2018 – Jun. 2018

Digital Garden – UI/UX Design Intern

- Wireframing, design and prototyping of responsive websites in Sketch and Axure.
- Collaborating with a small team for a broad range of client types particularly in the public and non-profit sectors.
- Participated in client-engagement meetings to uncover problems and determine requirements.

Jan. 2015 – Feb. 2018

OneCreative – Casual Graphic Designer

- Creation of artwork pertaining to client specifications using Adobe Creative Suite.
- Preparation of artwork for print on large format printers.
- Printing, packaging and on-site installation of artwork.

Achievements and Education

Nov. 2017

ThinkPlace Award for Exceptional Public Value Design

“For demonstrating innovation and excellence in the field of design” for my work on a group project, NurseConnect, a wellbeing system for Ventricular Assist Device nurses. Presented at the USyd D17 Design Graduate Exhibition.

Mar. 2015 – Nov. 2017

Bachelor of Design Computing, University of Sydney

- *UX, UI, Product Design, Web Design, Graphic Design and Marketing.*
- *Working with Sketch, Adobe Creative Suite, HTML, CSS, Mac and PC.*