



# Thomas Pritchard

*Product Designer*

Email [hi@tpritc.com](mailto:hi@tpritc.com)  
Portfolio [www.tpritch.com](http://www.tpritch.com)  
Twitter [twitter.com/tpritc](https://twitter.com/tpritc)  
GitHub [github.com/tpritc](https://github.com/tpritc)

**Profile** I'm Thomas, a Product Designer with a passion for designing and building delightful experiences for real people. I use my skills, developed while working with a multitude of startups and existing companies as a design consultant, to help build new products, and develop existing ones.

**Experience** *Product Design Consultant at DeveloperTown (Indianapolis, USA) – 2014 to 2017*  
As a design consultant, specialising in user experience, at DeveloperTown, I worked closely with dozens of clients to help them realise their products at their most critical time: ideation and initial design. I performed user research, created personas, task flows, wireframes, and visual designs that scaled from a smartphone to a large desktop monitor. While working with DeveloperTown, I helped bring over ten products from idea, through design, iteration, marketing, and build, to market.

*Product Designer at Old St Labs (London, UK) – 2016*  
As designer number two at Old St Labs, I helped refine the look and feel of their premier product, Vizibl, in its infancy. I led efforts to use user data to inform design decisions, using analytics to make choices that helped us optimise product direction and improve engagement.

**Other Projects** *Colourise (Video game for virtual reality platforms) – 2017*  
From software developer to public relations, I led the design, development, and publishing of Colourise, a virtual reality puzzle game for SteamVR. Colourise was released in April 2017 to a positive response.

*Podcast Chapters (macOS application) – 2016*  
I developed Podcast Chapters to fill a void I saw in the podcast production pipeline, helping podcast producers add complex chapter metadata to their apps. Podcast Chapters was released in January 2016 to glowing reviews from MacWorld and others.

**Education** *BSc Computer Science at Plymouth University – 2012 to 2016*  
First Class Degree in Computer Science, with honours.

**Skills**

- User Research & Prototyping (InVision, Paper Prototypes, Writing Scripts, Personas)
- Task Flows & Wireframing (Sketch)
- Visual Design (Sketch, Adobe Photoshop)
- Front-End Web Design (HTML, Haml, CSS & Sass, Javascript)
- macOS & iOS Software Development (Swift, Cocoa)