



Thomas Pritchard

Product Designer

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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)