EXPERIENCE

lululemon Studio, Senior Product Designer
September 2022 - Present | Remote

Promoted to Senior Product Designer. Currently growing the product design team at lululemon Studio. Built a design system to help maintain consistency and develop design patterns across the mobile App. Integrating cross functional process, working with engineers and designers to create new spec templates to improve design to engineer hand off. Leading design projects and developing new features to present to stakeholders.

MIRROR, Product Designer
June 2021 - September 2022 | Remote

As MIRROR's only product designer, I worked on improving user experience across all MIRROR products (iOS & Android Apps, MIRROR Hardware, Connected Weights, Wear OS and Watch OS Apps). Lead the rebrand project to become lululemon Studio and integrated new Partnership content into the MIRROR ecosystem.

iamlou.co.uk, Freelance Product Designer
December 2019 - June 2021 | England, UK

Worked for various clients as a freelance designer, highlights include:
- Paninian: Designed a proof of concept, involving 3D technology for virtual events in the medical field.
- DropWater: Redesigned the user experience and visual design style for the Drop Mini water kiosk. Created designs for a 27 inch touch screen, designed a web App for contactless ordering, redesigned their website and designed an internal dashboard for managing inventory, etc.
- Apex 1: Designing responsive websites for their client, Harlands Group.

Inspirational Trip
September 2018 - December 2019 | Worldwide

I spent 15 months traveling through South America, South East Asia, USA and Europe to live a lifelong dream of traveling the world. My husband and I documented our travels using an Instagram page @pathstothepeaks.

OUTLINX App, Product Designer
April 2018 - September 2018 | San Francisco, USA

As the sole designer on the project, I worked directly with the founder of the App and a developer to turn his idea into a fully functioning mobile application. The App allows users to turn QR code stickers into their own, personal digital notes.

NIO, Icon Designer (Contractor)
February 2018 - March 2018 | San Francisco, USA

I developed an icon style guide and created a library consisting of 256 icons for the car company, NIO. The style guide was used as a toolkit for designers to continue building upon the library to maintain style and consistency.

GoPro, Product Designer
February 2016 - February 2018 | San Mateo, USA

I worked on the hardware UX team building user experiences for the GoPro Karma Drone and GoPro Hero 7 White Camera. I played a key role in providing animation prototypes to present to stakeholders.

Butchershop, Design Intern
August 2015 - December 2015 | San Francisco, USA

Worked on various design tasks designing iconography and motion graphics for multiple clients.

EDUCATION

Academy Of Art University
2011 -2015 | San Francisco, USA

Bachelor of Fine Arts, School of Web Design and New Media. Studied as a student athlete on a soccer scholarship.

Ormskirk School Sixth Form
2009-2011 | Ormskirk, UK

Double applied arts (A*)

AWARDS

Academy Of Art Spring Show
2014 | San Francisco, USA

Student Athlete Award
2012, 2014 | San Francisco, USA

SKILLS

User Experience Design | Visual Design | iOS | Android | Hardware | Design Systems | Prototyping | Wire framing | Research | Information Architecture | User Flows | Presentations | Motion Design | Wear OS | Watch OS | Web Design | Responsive Design | Icon Design

TOOLS

Figma | Adobe XD | Photoshop | Illustrator | After Effects | HTML | CSS | Zeplin | JIRA