

Kieran Taylor

A digital product designer with an interest in creating great experiences that solves complex problems.

EXPERIENCE

Senior Designer, Southpaw 2022–Current

- Research and landscape reviews
- Conceptualising ambitious and market leading web experiences
- Presenting concepts and communication with clients
- Workshop facilitation
- Supporting development team throughout build through design systems, motion and code prototypes
- Leading initiatives to improve team workflows and process

Designer, OneTwo Home Loans 2021–2022

Worked to evolve our design and brand including building the way we communicate our key features and messaging.

- Designing key parts of the experience including release of a new product page, the onetwo channel and calculator
- Collaborate with marketing, product, engineering teams as well as our home loan specialists
- Expanding the navigation of the website and building up our design system
- Evolving visual brand and brand messaging
- Art direction and improved communication for explainer videos

Freelance UI/UX Designer, Bud/ Hatchet 2021–2023

My work with the teams at Bud and Hatchet range from improvements to existing website UX to full website redesigns including content strategy, wireframing and visual design.

UX Designer, Water Corporation 2021

Primary focus on the website rebuild project delivering new end to end customer experiences for business users

- Undertake a human-centred design approach to projects by gathering insights from customer research and analytics and using data to understand customer behaviour
- Collaborate with the project team by communicating interaction design through wireframes, service blueprints and UI design
- Drive innovative solutions to complicated business problems by exploring potential solutions which leverage technology and content
- Engage and coordinate stakeholders to gain understanding of processes and present design solutions back to the wider organisation
- Create user testing plans and prototypes for testing design approaches in order to validate and iterate designs

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Skills

User Experience
Experience Design
Design Systems
User Testing
Interaction Design
Wireframing
User journeys
Developer Handoff
Research
Agile
Service Design
Motion Design
No-code

Tools

Figma, Sketch, Miro, Principle,
Webflow, Framer, Protopie

EXPERIENCE CONT.

Designer, Isobar 2018–2021 - Melbourne / Perth

At Isobar I was part of cross functional teams on large ecosystems collaborating with Designers, Developers, BA's and Product Owners

- Solve complex user interface problems by exploring and converging on design concepts
- Employ creative solutions to build narratives for products and features through visual design and documented motion design
- Create and test low and high fidelity prototypes to put into user testing for a variety of scales and project
- Bring new features to life such as leading Jetstars My Account project from wireframing to presenting to stakeholders and developer handoff
- Contribute to large and small scale design systems for clients such as Jetstar, Holden and Alinta as well as building new design systems and ways of working for RACV and Fuelwatch
- Identify potential improvements to existing experiences through design sharing sessions within teams

Graphic designer, Egg Design 2016–17

Graphic design, Web design, Annual reports, Print material, eNewsletters, front end development and client management

Brand & Content, Curtin University 2015

Create marketing and informational material for current and prospective students, produce marketing material for the university such as infographics

Junior Designer, Gramercy Studios 2015

Freelance web design for local and international based clients

Intern, The Brand Agency 2015

Create branding concepts for clients such as Rio Tinto and Landcorp with those concepts taken to the client presentation stage

EDUCATION

Bachelor Graphic Design, Curtin University

2015

Diploma Graphic Design, Central TAFE

2012