

Rich McNabb

Contact

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Summary

I have a technical support background then transitioned to become a designer with work showcased internationally. I'm extremely passionate about surfing and design; they are both challenging, allow for artistic expression and creative freedom. I'm a self-motivated, outgoing individual who is capable of meeting deadlines while working independently or as part of a team. I have excellent presentation and communication skills with the ability to communicate effectively with key stakeholders to create enjoyable user experiences and easy to use products for the web and mobile.

Motivation

People: Great team culture where people have fun together while creating amazing work
Projects: Exciting projects where team members collaborate and continue to learn
Process: Solid project management processes in place to deliver products on time

Qualifications

2008 - 2009: Diploma of Interactive Design, Natcoll Design Technology
1997 - 1998: Diploma in Business Computing, Universal College of Learning

Professional development

2018: UX Management: Strategy and Tactics, Interaction Design Foundation
2018: Design Thinking: The Beginner's Guide, Interaction Design Foundation
2018: User Research – Methods and Best Practices, Interaction Design Foundation
2016: User Experience Design, Victoria University of Wellington

Technology

Design: Sketch and Adobe CC (Dreamweaver, InDesign, Illustrator, and Photoshop)
Guidelines: iOS Human Interface Guidelines (Apple) and Google Material Design (Android)
Prototyping: InVision and Realtime Board
Code: WordPress, HTML and CSS (working knowledge to collaborate with developers).

Networks

Dribbble: www.dribbble.com/richmcnabb
Twitter: www.twitter.com/richmcnabb
IDF: www.interaction-design.org/rich-mcnabb
LinkedIn: www.linkedin.com/in/richmcnabb

Interests

Surfing, mountain biking, kayaking, sailing, swimming, photography, reading, and travel.

Experience

Senior Product Designer UI/UX (contract):

Feb 2009 - Present: www.richmcnabb.com - Wellington, NZ

- Consulted with companies and startups to provide guidance/insights to improve products
- Designed sketches, wireframes, prototypes, user interfaces and intuitive user experiences
- Conducted UX/UI usability reviews for both mobile and web
- Collaborated with developers, business analysts, and stakeholders to create user-centered designs.

Product Designer UI/UX (contract):

Nov 2017 - Oct 2018: Westpac - Wellington, NZ

- Redesigned the mobile banking app for iOS and Android with a focus on core banking
- Designed the user interface pattern library and design system for iOS, Android and web
- Designed wireframes, information architecture, user flows and design prototypes
- Conducted user interviews and usability tests to validate ideas and assumptions
- Created interview questions, test scripts and scenarios for user testing sessions
- Collaborated with iOS Developers to design apps based on Human Interface Guidelines
- Collaborated with Android Developers to design apps based on Material Design Guidelines.

UX Designer / Digital Visual Designer (contract):

Jul 2017 - Oct 2017: ACC - Wellington, NZ

- Conducted user interviews, usability testing, and field research
- Designed wireframes, information architecture, user flows and prototypes
- Designed interfaces that are easy to use, emotionally engaging and focused on user goals
- Transformed business requirements, user needs, and technical requirements into solutions
- Generated design concepts, rapid prototypes and completed user interface designs
- Collaborated with developers to ensure a well-executed and intuitive user experience.

Senior Designer UI/UX Consultant (part-time contract):

Nov 2015 - Jun 2017: Davanti Consulting - Wellington, NZ

- Created sitemaps and wireframes for mobile and web products
- Built MVP prototypes to validate assumptions, obtain user-feedback and convey UI/UX functionality
- Designed custom user interfaces based on data analytics and user requirements
- Collaborated with developers to ensure a well executed and intuitive user experience
- Defined user interactions, user flows and user interface specifications for rapid development.

Senior Designer UI/UX (contract):

Apr 2016 - Jun 2016: Aviat Networks - Wellington, NZ

- Designed the user interface to set-up and configure networking equipment (routers/switches)
- Designed a web-based dashboard and data visualisations to monitor network performance
- Collaborated with software engineer teams to improve the user experience of in-house products
- Collaborated with subject matter experts to understand and improve upon current user workflows
- Designed wireframes and rapid prototypes for web/mobile applications.

View my portfolio: www.richmcnabb.com