

# Amber McGregor

## Product Designer

Belfast, Northern Ireland  
www.amber-mcgregor.co.uk  
amber.mcgregor3@gmail.com

### SUMMARY

I am a product designer with experience in both UX & UI. Throughout my career I have focused on creating solutions to problems allowing the end-user to have a positive experience with a product. Alongside UI & UX I have a keen interest in illustration and interaction design.

### EXPERIENCE

#### Selazar, Lead Digital Designer

July 2019 - Present

I currently work within the product team developing features and communicating designs with the development team. This includes lo-fi wireframes, hi-fi prototypes and the micro interactions within the product. I have carried out various user research for both the customer and staff facing interfaces. Within the digital development team I work with HTML and SCSS to maintain a coherent design system.

#### CADshare, UI/UX Designer

September 2018 – July 2019

I was responsible for working alongside the CEO and CTO to design product features to the acceptance criteria that the end-user required. I worked creating user flows, wireframes and prototypes that went through approval before continuing to production. I also worked on the HTML and SCSS to implement the features.

#### Freelance, UI/UX Designer & Illustrator

September 2017 – January 2019

I worked for various clients including Danske Bank, Selazar, LoyalBe and Glaze Digital. Whilst freelancing I worked on a range of projects with focus on wireframing, Hi-Fi UI designs, prototyping and illustration work.

#### Core Systems, Junior Designer

May 2016 – September 2017

During my time at Core Systems I worked within the agile team as a UI designer and front-end developer. Within my placement I was in charge of updating the CSS files to SCSS to allow changes to be made easily. I also worked with the marketing department to create various marketing materials.

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### EDUCATION

**Ulster University**, BDes (Hons) Interaction Design  
September 2014-July 2018  
First class honors with a Diploma in Profession Practice (Distinction)

**Ulster University**, Interactive Multimedia Design  
September 2013-July 2014  
Certificate of Higher Education (Commendation)

**NRC**, Edexcel BTEC Level 3, Diploma in IT  
September 2012-July 2013  
Distinction\* Distinction\*

**Glengormley High School**, GCSEs & A-Levels  
September 2004-July 2011  
A-levels: Applied ICT A\*, Art & Design B & Moving Image Arts B  
9 GCSEs: A\*-C including Maths, English and ICT

### SKILLS & TOOLS

#### Skills

Low to high fidelity design, wireframing, prototyping, illustration, user research, usability testing, competitor analysis, brainstorming, idea generation and interaction design

#### Tools

Sketch, Principle, InVision, Abstract, Maze, HotJar, Adobe Creative Suite, Figma, HTML, SCSS, Git, JIRA, basic JavaScript and basic React

### ADDITIONAL INFORMATION

UX Certificate from UX Training  
(IDF) User Research – Methods and Best Practices - Distinction  
(IDF) Design Thinking: The Beginner's Guide - Distinction  
(IDF) Mobile User Experience (UX) Design - Pending  
(IDF) UI Design Patterns for Successful Software - Pending  
ECDL  
Word Processing  
Full, clean, UK Driving Licence