



BEN BREWER

Senior Product Designer

ABOUT ME

Hi, I'm Ben. 🙋

I'm a strategic thinking, enthusiastic, customer focused problem solver.

I have an in depth understanding of many platforms and touch points, from mobile to web and TV.

I help teams work more efficiently by following a lean, test and learn approach, uncovering value and helping define and implement engaging, future proof digital products.

I'm also a keen runner, photographer and mountain biker. 🏃

CLIENTS



CONTACT



07481153058



benbrewer2@gmail.com



benbrewer.co.uk

MY EXPERIENCE

SAINSBURY'S / SENIOR PRODUCT DESIGNER / 2016 - PRESENT

Working on a variety of in-store digital products with a wide variety of teams throughout the business, helping define strategy and ingest design thinking throughout various retail focused products.

SAINSBURY'S / UX DESIGNER / 2015 - 2016

I've worked on a variety of eCommerce products from groceries online to security and authentication, store locator, SmartShop, self-checkouts any many more.

SAFFRON DIGITAL / UX DESIGNER / 2012 - 2015

Interaction and experience design across a variety of platforms, from Android and iOS to STB, XBOX, TV and web. I helped define and build a white label solution for many of our global clients, from product strategy to research, IA, roadmaps, wireframes, interface design and testing.

SAFFRON DIGITAL / UI DESIGNER / 2011 - 2012

Working as a UI designer across all mobile platforms (iOS, Android and Windows), and also for responsive web, set top box, TV and Xbox. Working mostly in Photoshop and Sketch.

SAFFRON DIGITAL / CONTENT QUALITY MANAGER / 2010 - 2011

Managed a versatile test team (8 people), who ensure all content and services are of the highest standard before being made ready for public release across Android, iOS, connected TV, STB and web, for multiple high priority clients.

MY EDUCATION

BA DEGREE: GRAPHIC DESIGN VISUAL COMMS / 2007 - 2010

University of the Creative Arts at Maidstone.

Studied all elements of visual communication, from print based magazines to websites, photography, animation and film. I specialised in film for my final major.

FOUNDATION DIPLOMA: ART & DESIGN / 2006 - 2007

Colchester Institute of Art & Design

Focusing on all elements of art and design, from graphic design to photography, film and fine art. I specialised in photography for the second half of the course.

MY SKILLS & PROCESS

I start with experience mapping, Lean Canvas and hypothesis matrix to understand the customer and business problem. I apply a lean, experiment based approach to problem solving, failing fast and learning through doing. I use storyboards, wireframes and prototypes to validate assumptions with customers early and often and will work with developers and stakeholders in an agile way to produce beautiful, accessible, usable products.