BEN BREWER

Senior Product Design Manager

ABOUT ME

Accomplished award winning design leader with over 12 years industry experience both agency and in-house.

I'm a strategic thinking, passionate & empathetic design leader with a focus on coaching and building high performing product design teams that trust and support each other, delivering exceptional customer experiences at pace, and helping businesses deliver on their goals and vision.

Currently leading a talented bunch of designers at Moonpig, helping to design and deliver the ultimate gifting companion across mobile and web.

Check out my website and LinkedIn for recent testimonials from those who I've had the pleasure of working with!

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CONTACT

📞 07481153058

✉ benbrewer2@gmail.com

🌐 benbrewer.co.uk

in linkedin.com/in/benbrewer2

MY EXPERIENCE

MOONPIG / SNR PRODUCT DESIGN MANAGER / 2022 – NOW

Leading a team of 5 designers across our personalisation tribe, and helping increase the maturity and quality of design output across all of Moonpig.

SAINSBURY'S / HEAD OF UX – ONLINE & MARKETPLACE / 2020 – 2022

Leading a team of 20 designers across our customer facing e-Commerce channels, both app and web. Maximising the value from our current propositions, designing the future vision, and driving an outcome culture.

DELIVEROO / LEAD PRODUCT DESIGNER / 2019 – 2020

Leading the 'Rider' team, designing the end to end experience for our fleet of riders, helping maximise their earnings and get food to customers faster. Pioneering an outcome driven team to deliver meaningful value faster.

SAINSBURY'S / SENIOR PRODUCT DESIGNER / 2015 – 2019

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.

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

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 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'm a huge champion of outcome-driven teams (I've written about it here), ensuring teams are set up for success, have an aligned view of the outcome they need to achieve, and how they'll measure progress. I invest time ensuring this is in place before empowering teams to collaborate in a fun way, gather insight, ideate together, test and experiement at pace to see how they can quickly solve problems for customers and the business.