

HELLO, MY NAME IS

RHYS MERRITT

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WORK EXPERIENCE

- Dec 2016 to Jan 2017

PRODUCT DESIGNER

Reason

[Reason.](#)

Key Responsibilities & Duties

Part of a team working on a very complex financial tech product for a large media organisation. My responsibilities here included wireframing, sketching, UI Design, and research.
- Nov 2016 to Dec 2016

PRODUCT DESIGNER

The Sleep School

[the Sleep School](#)

Key Responsibilities & Duties

I worked alongside the founders of The Sleep School, Dr. Guy Meadows, and Adrian Baxter, to help them unify their business, and refine their product offering into a cohesive experience. During the time I was there we redesigned their brand, designed an entirely new online experience (Desktop & Mobile), and laid the foundations for their native offering with a companion hybrid app for their newly developed online course.
- Nov 2016

PRODUCT DESIGNER

rota.com

[ROTA](#)

Key Responsibilities & Duties

I worked with the team at Rota.com for a week to help design major new features for an upcoming overhaul to their SaaS platform. The output from the week was a clearly defined, extensive prototype that can be updated, and user tested.
- Nov 2013 to Nov 2016

PRODUCT DESIGN LEAD

lastminute.com

[lastminute.com](#)

Key Responsibilities & Duties

I was the only native product designer at a stage when the company did not have any native products. My responsibility was to create the first iOS and Android app. Both apps were released under my watch with great commercial success. Since the acquisition of the company by Bravofly Rumbo Group in 2015, my remit was extended to include an international team of 1 other designer in UK, 4 in Italy, and 3 in Spain.

Previous experience omitted

EDUCATION

- 2016

Conducting Usability Testing (Distinction)

The interaction design foundation
- 2016

User Research - Methods and best practices (Distinction)

The interaction design foundation
- 2007

Graphic Design Certificate 4

Shillington College, Sydney
- 2011

Web Design Basics

Billy Blue College, Sydney
- 2013

Motion Design Basics

City Desktop, Sydney



PROFESSIONAL SKILLS



Design Tools

Sketch
FramerJS
Principle for Mac
Adobe Creative Suite
Keynote
Invision
Zeplin
Google Docs
Figma



Specialties

User Experience
User Interface Design
Interaction Design
Wireframing
Prototyping
Usability testing
User testing
Heuristic evaluation
Information Architecture
iOS Native guidelines
Material guidelines



NOTES

Case studies will be shown in person upon request