

Nick Black

Product Designer

[Portfolio](#)

[LinkedIn](#)

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EXPERIENCE

- **Homeviews (contract)**

Jan 2024-Current

Taking Homeviews new B2B offering from MVP to MMP.

- **Modulous**

Jan 2023-Jan 2024

Lead product designer with 1 direct report.

I researched, designed, and supported the build for a new AI generative design tool in the modular construction space. I delivered a bespoke design system, E2E design for core features, mentorship, and strategy.

- **GetGround**

Oct 2021-Dec 2023

UX/UI design, research, and strategy working across multiple squads in this fast-paced scale-up that crossed the worlds of fintech and proptech. I redesigned the core product and implemented a user research function.

- **Rightmove**

Sep 2020-Oct 2021

New features, optimisation, and cross-org collaboration for Rightmove's iOS & Androids apps. UX research & design, UI design, stakeholder management, and finding the crossover between business and user needs. While here I helped increase sign-ins by 33% and was part of the accessibility guild to make Rightmove AA compliant.

- **Clarksons**

Dec 2018-Aug 2020

UX/UI research & design for a suite of data-driven B2B products to transform the maritime industry. I delivered work across 2 cross-functional teams.

- **Animator (freelance)**

2010-2018

Working with businesses, charities, and studios

[See more.](#)

- *Full work history is available on [my LinkedIn page.](#)*

ABOUT ME

I am a product designer with a passion for research, UX design and UI. I truly love what I do as I believe in the power of good design to make people's lives better. Curiosity, collaboration, and flexibility drive all my processes, but at the heart of what truly drives me is **people**.

I have been lucky enough to get experience across start-ups, mass-market, desktop & mobile, fintech, proptech, shipping, and construction, to name a few. Before tech, I spent 8 years in traditional animation.

EDUCATION

BA in Philosophy
(KCL)

BTEC in Art, Media, Design
(London Met)

UX Design Immersive course
(General Assembly London)

Innovation in the Social Sector
(Coursera)

Data Visualisation Fundamentals
(Coursera)

SKILLS

Strategy

User research

Journey mapping

Workshops

User testing

Data analysis

Collaboration

UX design

UI design

Prototyping

Service design

Design systems

Accessibility

Usability