

# Nick Black

## Senior Product Designer

[Portfolio](#)

[LinkedIn](#)

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### EXPERIENCE

#### ● FYLD AI

Apr 2024- Now | Principal Product Designer  
End to end UXR, UX/UI, design system and strategy across the core offerings. Led a project to increase successful logins from 24% to 82%. Contributed to 4x user base and £31m raise.

#### ● Homeviews (contract)

Jan 2024 - April 2024 | Senior Product Designer  
I was brought in to bring their analytics product from concept to MVP. Homeviews was acquired by Rightmove in April 2024.

#### ● Modulous

Jan 2023 - Jan 2024 | Lead Product Designer  
Lead product designer with 1 direct report.  
End to end UXR, UX/UI design, strategy, mentorship and supported development for all core features in this 0-1 gen-AI design tool in the modular construction space.

#### ● GetGround

Oct 2021 - Dec 2023 | Senior Product Designer  
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 experience and implemented a UXR function.

#### ● Rightmove

Sep 2020 - Oct 2021 | Product Designer  
Worked on many new features and flow optimisations across Rightmove's iOS & Android apps, aligning business and user needs through UXR, UX/UI design, and lots of collaboration. Increased sign-ins by 33% and ensured AA accessibility as part of the accessibility guild.

#### ● Clarksons

Nov 2018 - Aug 2020 | UX/UI Designer  
UX/UI research & design for a suite of data-driven B2B products to transform the maritime industry. Led research and design for a greenfield shipping scheduler now used by Cargill and Vale.

#### ● Animator (freelance)

2010 - 2018  
[See work.](#)

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

### ABOUT ME

Omnivorous product designer with 8+ years taking complex problems and solving them with products people love to use across AI, fintech, construction and beyond.

I get most energised at the intersection of deep user research and design decisions. I thrive on feedback and collaboration. I am obsessive about the details when they matter and also know when to just get on with it. Before tech, 8 years in animation gave me an eye for design and a storyteller's instinct for what moves people.

Superpowers include unlocking team creativity through workshops and championing accessibility.

### EDUCATION

Data Visualisation Fundamentals  
(Coursera)

Innovation in the Social Sector  
(Coursera)

UX Design Immersive course  
(General Assembly London)

BTEC in Art, Media, Design  
(London Met)

BA in Philosophy  
(KCL)

### SKILLS

Strategy  
Qual & quant UXR  
Journey mapping  
Product research  
Prioritisation  
Data analysis  
Collaboration  
Presentation

UX design  
UI design  
Data Viz  
Prototyping  
Service design  
Design systems  
Accessibility  
Usability