

Nick Black

Snr/Lead Product Designer

[Portfolio](#)

[LinkedIn](#)

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EXPERIENCE

- **FYLD AI**

Apr 2024- Now

End to end UXR, UX/UI, design system and strategy across the core offerings. FYLD is about to close a successful series B round and has scaled it's user base from ~12k to ~30k in the last year.

- **Homeviews (contract)**

Jan 2024 - April 2024

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 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

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

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

Working across 2 large teams, delivering UX/UI research & design for a suite of data-driven B2B products to transform the maritime industry.

- **Animator (freelance)**

2010 - 2018

[See work.](#)

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

ABOUT ME

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

I have enjoyed diverse experience across start-ups, mass-market, desktop & mobile, fintech, proptech, shipping, AI, utilities, 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

UXR & testing

Journey mapping

Product research

Prioritisation

Data analysis

Collaboration

UX design

UI design

Prototyping

Service design

Design systems

Accessibility

Usability