Shane Mc Carthy
UX Designer

Highly motivated UX Designer with an interest in problem solving, innovation and a natural creative flair. UX is important to me, particularly when leveraging my professional experience from the world of Architecture & Design into meaningful digital products today.

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EXPERIENCE

UX Designer | Snapfix | Dublin | Sep - Dec 2022

• Designed and launched the end-to-end experience of a new task reminder feature of a customer-facing CMMS environment, resulting in 330 tasks enabled by 115 users within the first 2 months (live on Android / iOS / Web).
• Led 15+ design sprint meetings with Head of Product to maintain consistency and achieve rapid shipping of a new product.
• Developed user research plan & assisted with documentation of SOW for development team.
• Took ownership of design through 9 iterations of wireframes & interactive animated prototypes using Figma, under existing design system constraints, in an Agile environment.
• Conducted research & analysis through competitive audits, a/b testing and user surveys.
• Presented actionable insights to the design team and business stakeholders.

Associate Landscape Architect | Hassell | Shanghai | March - Dec 2021

• Awarded 2nd position in international competition (valued at £468k) as design team leader role.
• Organised 12 on-site user interviews, gaining qualitative research insights to inform design direction and deliver a prize-winning product.
• Fostered collaboration & communication across 3 internal groups, 4 external international teams, 2 partner firms, and clients to ensure multiple project successes and client retention.
• Prepared research, problem definition, ideation, brainstorming, concept schemes, detailed design deliverables and presentations in 5 high-profile, large-scale projects.
• Facilitated 10+ design workshops for over 80 participants across multidisciplinary teams.

Senior Landscape Architect | JBM | Shanghai | March 2019 - Feb 2021

• Led design team of 4 from concept, detailed design, into construction phase.
• Conducted site analysis, surveying and construction monitoring for 'Rong Lake No. 1 Residential project.
• Ensured key deadlines were met through the course of the project
• Received stakeholder commendations for excellence of design.

Junior / Senior Landscape Architect | NITA Group | Shanghai | 2013 - 2019

• Within 2 years - promoted to Senior Landscape Architect, assuming greater responsibilities in design team.
• Increased productivity by 10% between design teams by implementing an upgrade of the file, research, & graphic sharing system.
• Researched and competed in Royal Institute of British Architects international design competitions to increase company's international profile.
• Provided design mentorship to 4 international landscape architecture interns.

EDUCATION

Professional Diploma in UX Design
UX Design Institute / Glasgow Caledonian University — Mar - Aug 2022

Google UX Design Certificate
Coursera / Google — Aug 2022 - Jan 2023

BSc Landscape Architecture (Hons)
University College Dublin — 2006 - 2011

TOOLS

Figma	Premiere
Adobe XD	After Effects
Axure	AutoCad
Sketch	Sketchup
Photoshop	Slack
Illustrator	Vray
InDesign	Procreate
Jira	Confluence

SKILLS

User Research
Prototyping
User Interface Design
A/B Testing
Interaction Design
Illustration
Wireframing
Usability Testing
Information Architecture
Design Systems
Visual Design
Animation
Sketching

Design Thinking
User Centred Design
Stakeholder Management
Agile Methodology
Presentation

COMPETITIONS

• RIBA International Architecture Competition, Shanghai, 2015 (team)

• Schinkel International Landscape Architecture Competition", Berlin, Germany, 2011 (team)

• Irish Landscape Institute Conference; 'Delivering Excellence in Public Realm' design competition. Ireland, 2011 (first place)

• International 'Landscape Architects' logo design competition. Ireland, 2010 (second place)