

Rich McNabb

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17 Years Design Experience (UX/UI)

I've worked with some of New Zealand's most well-known companies (Xero, ANZ, Westpac, ACC, Fly Buys, Department of Conservation, and many more) to make their mobile apps and cloud-based platforms easier to use. As a natural problem solver, I'm more attracted to the size and complexity of the problem, rather than the company's size. I enjoy making the complex simple.

I'm self-motivated and passionate about continuous learning/improvement. Capable of meeting deadlines while working independently or collaborating with a team. I have excellent presentation skills and the ability to communicate effectively with key stakeholders.

Skills

I provide a wide variety of UX/UI skills including wireframing, rapid prototyping, design thinking, user research, user interviews, usability testing, information architecture (IA), user flows, dashboard design, mobile app design (iOS/Android), web app design, product design, user experience (UX) design and user interface (UI) design. View more at www.richmcnabb.com/design-services/

Motivation

People: Great team culture where people have fun together while creating amazing work
Projects: Exciting projects where team members collaborate and continue to learn
Process: Design/Technology/Business collaborating together to deliver great products
Problems: Solve problems for customers while generating revenue for businesses.

Certification

2023: Agile Methods for UX Design, Interaction Design Foundation
2019: Conducting Usability Testing, Interaction Design Foundation
2019: Accessibility: How to Design for All, Interaction Design Foundation
2018: UX Management: Strategy and Tactics, Interaction Design Foundation
2018: User Research – Methods and Best Practices, Interaction Design Foundation
2018: Design Thinking: The Beginner's Guide, Interaction Design Foundation

Qualifications

2008 - 2009: Diploma of Interactive Design, Natcoll Design Technology
1997 - 1998: Diploma in Business Computing, Universal College of Learning

Technology

Design: Figma and Adobe Creative Cloud
Guidelines: iOS Human Interface Guidelines (Apple) and Google Material Design (Android)
Code: WordPress, HTML and CSS (working knowledge to collaborate with developers).

Interests

Surfing, skateboarding, collecting vinyl, drumming, weight training, studying, kayaking and sailing.

Experience

Product Design • User Experience & Interface Design (UX/UI) • Mobile & Web App Design

Product Designer & User Experience Designer UX/UI

Feb 2009 - Present: www.richmcnabb.com - Wellington, NZ

- Consulted with companies and startups to provide guidance/insights to improve products
- Designed sketches, wireframes, prototypes, user interfaces and intuitive user experiences
- Conducted UX/UI usability reviews for both mobile and web applications
- Collaborated with developers, business analysts, and stakeholders to create user-centred designs.

Senior Experience Designer UX/UI (contract)

Apr 2023 - Oct 2023: ANZ New Zealand - Wellington, NZ

- Improved the join the bank flows for new personal and business customers
- Designed the onboarding experience for Entrepreneurs and Sole Traders
- Improved credit card control settings and functionality
- Designed the new pay to mobile experience
- Designed feature enhancements for the goMoney banking app
- Collaborated on the native iOS and Android ANZ Design System
- Designed wireframes, user flows, and design prototypes
- Delivered UX/UI design presentations to key stakeholders
- Collaborated with iOS Developers to design apps based on Human Interface Guidelines
- Collaborated with Android Developers to design apps based on Material Design Guidelines.

Senior UX Designer (contract)

May 2022 - Dec 2022: Te Whatu Ora Health New Zealand - Wellington, NZ

- Conducted user interviews to validate ideas, concepts and assumptions
- Conducted card sorting and tree testing sessions to inform site navigation
- Designed wireframes, information architecture, sitemaps, user flows and design prototypes
- Created personas to inform user requirements and bring in the customer's voice
- Designed concepts for the Hira Developer & Marketplace user experience
- Collaborated with the product team (Product Owners, BAs, Developers and Testers)
- Delivered UX/UI design presentations to key stakeholders.

Design Lead UX/UI (permanent)

Apr 2020 - Apr 2022: HazardCo - Wellington, NZ

- Conducted user interviews and usability tests to validate ideas and assumptions
- Established an in-house product design process
- Redesigned the Health and Safety mobile app
- Established a user research and usability testing process
- Designed the user interface pattern library and design system for iOS, Android and web
- Facilitated UX/UI design workshops and presentations with key stakeholders
- Designed wireframes, information architecture, user flows and design prototypes
- Mentored Junior UX/UI team members
- Collaborated with iOS Developers to design apps based on Human Interface Guidelines
- Collaborated with Android Developers to design apps based on Material Design Guidelines.

View my portfolio: www.richmcnabb.com