Rhys Thomas

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DESIGN

- Figma
- Sketch
- Adobe CC

DEVELOPMENT

- HTML5
- CSS3
- SASS/SCSS
- JavaScript
- jQuery
- GitHub

INTERESTS

Outside of work, I enjoy watching and playing football (soccer...), playing golf, and hiking.

EXPERIENCE

Senior Product Designer

Zudy | *Remote (US)* | *May 2021 to present*

- Use research and best practices to improve the usability of our SaaS no-code platform, Vinyl
- Define new features and updates to our platform based on user feedback and testing
- Lead the UI/UX design for client applications, producing user personas, wireframes, mock-ups and other key UX deliverables
- Establish and maintain our design system in Figma

UX Developer

Calcium | *Remote (US)* | *Jan 2021 to May 2021*

- Conducted UX reviews of existing pharmaceutical websites, focusing on web accessibility, and defined the UX for new features and updates

UI/UX Designer & Front-End Developer

LINX LLC | *Wellesley, MA* | *Oct 2018 to Jan 2021*

- Designed and built the front end of our public-facing websites and internal software, including a full redesign to and rebuild to move to a template-based system to improve consistency.

CERTIFICATIONS

UX Certification (Interaction Design)

Nielsen Norman Group (NN/g) | *Aug 2022*

- Official UX certification with a specialty in Interaction Design
- Courses completed: UX Basic Training, Web Page UX Design, Mobile User Experience, The Human Mind and Usability, Application Design for Web and Desktop

EDUCATION

University of Sheffield

BA (Hons) Business Management | *England* | *Sep 2013 to Jun 2017*

- Graduated with a 2:1 classification
- Courses include consumer psychology, digital marketing, creativity and innovation, essentials of marketing and business strategy.