

RÉSUMÉ OF CRAIG JOHNSON

Aspiring to design better systems for people interested in new & developing technologies through design methodology & human values.

Contact

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Product Designer

Amber Labs Pty Ltd *August 2019 - February 2021*

Working directly with stakeholders to drive the product towards a fully-featured application.
Requirements gathering through business and product needs.
Continuing to reinforce the "making bitcoin easy" mantra through building a simple onramp.
End-to-end design of product features for handoff to developers.
Creation and handoff of precise Acceptance Criteria to developers.
Running workshops to direct production efforts based on company goals and feature requests.
Collection of information from workshops to direct production decisions for MVPs to robust solutions.
Short to medium time frame team focus planning through scaling work and building timelines.
Delivery of mockups and lo-fi prototypes based on requirements, user testing, and feedback.
Creation of surveys relevant to key issues that had been uncovered in workshops and discovery phases.
Signing off on quality assurance prior to product releases.

Achievements

Delivery of multiple features from initial concepts, user research, design, development, to market release.
Increased projected deliverables from 2 weeks to 3 months while scaling up deliverables.
Helped implement an agile design system to assist in increasing team productivity.
Product was nominated for a Finnies Award and shortlisted for best fintech product on Product Hunt.

Visual Designer

Amber Labs Pty Ltd *April - August 2019*

Design and development of a website to use for marketing purposes for the Amber application.
Close communication with the CEO towards development and narrative of investor & pitch decks.

Design, Research & Concept Developer

Co-Innovation Lab at The University of Queensland *November - December 2018*

Creation of concepts based on market and individual needs for presentation and analysis.
User testing of low & high fidelity prototypes created from concepts to tangible deliverables.
Development of a design system to assist others wishing to design for people living with dementia.
Large scale analysis & exploration of user requirements, human values and insights in dementia health.

Student Tutor & Teaching Assistant for IT & Design subjects

The University of Queensland *June 2016 - December 2018*

Time management between multiple tutoring positions to be available for students.
Running of tutorial and practical sessions offering guidance and leadership to students.

Graphic Designer

Pragmatic Thinking *January - September 2017*

Creation of icon based language for signage of critical hazards in mine sites and training assets.
End-to-end design of coffee table book from templates, styling, and layout to print ready documents.

Intern UX Researcher/UI Designer

Aspin eLearning *June - December 2016*

An investigation into how eLearning developers use current tools for building educational packages.
Assessment of product viability for further design and development for a web-based interface.

Broker/Management Associate

Total Risk Brokers *May 2004 - August 2014*

Management of policy renewals and customer retention.

Skills

Creation of prototypes & mockups through software such as Figma, Sketch, and Adobe XD.
Industry tested knowledge of web-based coding languages (HTML5, CSS, jQuery).
User testing methodologies as such A/B testing, user testing & heuristic evaluation.
End-to-end product & web design.
Experienced with Jira & Confluence.
Agile development leadership & planning.
Needs gathering & analysis.
Workshop facilitation.
Management and coordination with remote team members.
Deep knowledge of Adobe Creative Suite.

Qualifications

Bachelor of Information Technology (User Experience Design)

The University of Queensland

Diploma of Graphic Design

Commercial Arts Training College

Referees

Peter Young

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