

Lillie Walker

Liverpool, United Kingdom | 07428931713 | lilliewalker15@gmail.com

Profile

Recent Product Design graduate with strong analytical and problem-solving skills, experienced in user-focused design, digital innovation, and collaborative project delivery. Passionate about creating effective, inclusive solutions and applying design thinking, organisation, and communication skills to improve user experiences.

Skills

- Microsoft Office, SolidWorks, Keyshot, Adobe Suite
- Design Thinking & User Research
- Product Development Lifecycle
- Stakeholder Management
- Data-Driven Decision-Making
- Project Management & Team Collaboration
- Product Development Lifecycle
- Problem Solving

Employment History

SEN Teaching Assistant, Princes Primary School

Liverpool | Sept 2025 – Present

- Supported students with a range of diverse learning and behavioural needs, ensuring inclusion and equal access to classroom activities
- Collaborated with teachers, therapists, and parents to adapt lessons and provide tailored one-to-one and group support
- Strengthened empathy, adaptability, and stakeholder management by working closely with 10 students with complex needs, helping them engage more fully in learning and daily routines

Duty Manager, Neighbourhood

Leeds | Jan 2025 – Jun 2025

- Coached and supported over 15 new staff in a high-pressure hospitality environment, many of whom were balancing studies and relocating.
- Maintained high service standards by ensuring challenges from demanding customers never affected delivery, providing motivation and adapting support strategies to individual needs
- Fostered resilience and teamwork, creating a positive workplace culture that enabled smooth operations and consistent service under pressure

Intern, Born In Bradford

Leeds | Oct 2023 – Jul 2024

- Led a team of two interns, each assigned to distinct projects, while providing guidance, overseeing progress, and ensuring project alignment with goals and timelines.
- Coordinated between Born in Bradford, the Raspberry Pi Foundation, and the University of Leeds, strengthening cross-organisational collaboration and ensuring projects met the needs of both community users and academic partners
- Designed and developed an interactive website for the Code Place coding clubs initiative, implementing digital best practices to enhance accessibility and promote engagement for children, with a focus on user-friendly features.

Store Assistant, Aldi

Liverpool/Leeds | Feb 2020 – Aug 2024

- Supported store operations by managing stock, coordinating with colleagues, and adapting to customer needs to meet targets consistently
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Achievements

- Exhibitor at New Designers, the UK's leading graduate design event, at the Business Design Centre, London
 - Course Representative, Product Design, representing student feedback and faculty concerns
 - Student Ambassador for the School of Mechanical Engineering, University of Leeds
 - Head Girl for Archbishop Blanch School, leading the Head Girl Team and the student body
 - Founder and Manager of a food and hygiene bank, organising donations, managing distribution, and ensuring essential supplies for the local community
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Education

University of Leeds

Product Design BSc | 2:1 with Honours | Oct 2021 – Jun 2024

- Studied sustainable design, ergonomics, and manufacturing methods using ISO standards
- Completed a range of human-centred design projects addressing accessibility, health, and wellbeing
- Learned data-driven design, environmental analysis, and circular design principles
- Gained experience in C++, SolidWorks, Figma, and Adobe Creative Suite
- Key Modules: Design for Manufacture, Ergonomics, Advanced Electronics, Design Studio, Economics and Management

Archbishop Blanch CofE School

A levels | Business (A*), Psychology (A*), Product Design (A) | Sep 2019 – Jun 2021

Key Projects

TAIT | Stage Transport Project

- Collaborated with a multidisciplinary team of 3 Mechanical Engineers and 3 Product Designers to design and present an innovative stage transport solution
- Applied design thinking and balanced creativity with technical and commercial feasibility
- Achieved a First-Class mark, reflecting strong teamwork, communication, and problem-solving

Design Projects

- Digital Accessibility App (Velvet Vitality) – Designed an accessible digital fitness app using Figma, focusing on user experience, data-driven insights, and inclusive design.
- Inclusive Medical Device Design – Developed assistive devices addressing mobility, visual impairments, and arthritis, applying user research, iterative testing, and technical prototyping.