

I'm Jodie, a UX/UI designer

Check out my website 👀



With four years of experience across consultancy, agency, in-house, and freelancing, I've worked in both multinational companies and small-scale startups. Holding a Master's in UX Psychology, I integrate behavioural insights, solid research, and holistic thinking into my designs. My experience spans education and healthcare, with a passion for sustainability and travel.

experience.

Dec 2023 - Feb 2024

UX/UI Designer



GoStudent Milan & remote

- Crafted tutor experience: implementing maintenance tasks, addressing PM tickets, integrating new features, and incorporating user feedback.
- Design debt management: worked collaboratively to develop and review our design system and craft master screens to reduce design debt caused by hyper-growth phase.
- Help centre transformation: led initiative to revamp internal and external help centres, streamlining information architecture to reduce complex navigation.
 Developed high-fidelity wireframes and facilitated stakeholder presentations for implementation.
- CRO landing page: created a mobile-first landing page based on wireframes provided by the CRO team. Conducted user testing to refine the design and presented findings to stakeholders.

Left the company due to layoffs. CRO Landing Page Project

April 2022- Dec 2023

UX Freelancer



Multiple clients Remote

My most recent projects include:

- Platform redesign for Inclusion Labs [edtech company championing diversity and inclusion in UK schools]: synthesised past research to guide redesigns. Collaborated closely with an in-house developer, aligning user needs and business goals to implement new features. Built a responsive design system to help the client as they transition from a no-code platform to custom build.
- Research project to increase direct-to-consumer traffic for 66fit [online fitness retailer]: used google analytics and a survey to identify their core market, created personas and made suggestions on how to convert key demographics. Audited the website and categorised findings by type [bug, UI etc] and severity.

66fit research project

April 2022- Dec 2023

UX/UI Designer



Mlabs MillionLabs - multiple clients Remote

Transformed early stage startup's initial concepts into polished, **high-fidelity Figma wireframes**. **UI-centric role** which demanded acute attention to detail to ensure design consistency. Engaging in **weekly design presentations** and worked closely with clients to refine visions based on their feedback. Examples include:

Fitness app

Media company dashboard

Sept 2020-Sept 2021

Design Intern

IBM London & remote

Worked in **UX**, **service design** and **research** roles across the healthcare, public and insurance industries.

Spent 6-month on an NHS project, initially with a senior designer, **copy-writing** and **updating high fidelity wireframes** in Sketch. Later, as sole designer in a crossfunctional team, designed an internal management system using Salesforce. Defined the **information architecture**, created **wireframes** and conducted **usability tests** to refine the final design, which went live.

Led the rebranding and launch of IBM's first intern newsletter as part of the Global Intern Squad.

Global Intern Squad project

[other work NDA]

education.

2023

Master in UX Psychology

Universita Cattolica Sacro Cuore / Politecnico di Milano

Received 1 of 2 scholarships

Final year project

2018-2022

BSc in User Centred Design

Loughborough University

Graduated valedictorian with a First Class

Final year project

2021

UX certification

Salesforce

2021

Web design for usability

Interactive Design Foundation

skills.

- Research planning, facilitation and evaluation
- Information architecture; user flows, sitemaps
- Wireframing and prototyping
- Design system creation and maintenance
- UX writing
- Visual communication
- Basic HTML & CSS

tools.

- Google analytics
- Tableau
- Google forms & survey monkey
- LiGRE
- Miro & Mural
- Lucidchart
- Figjam & Figma
- Adobe XD suite
- UserTesting

UXTweak