

Josh Munn

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An Aotearoa-based creative with unique skills across industrial and user experience design, passionate about inclusivity and sustainability.

ABOUT

I am seeking

a role where I have the opportunity to apply my skills across a variety of social, environmental, cultural, and health related need areas.

I graduated from

New Zealand's AUT University with a Masters of Philosophy in Industrial Design in 2016.

Recent achievements include

a Bronze Lion in Digital Craft for Netflix 'Body Swap', a Purple Pin for Public Good and a Silver Pin for Spatial in New Zealand's Best Design Awards.

Proficient in

Figma, Miro, Solidworks, Adobe Photoshop, Adobe Illustrator, sketching, illustration, prototyping, user-testing, co-design workshops, 3D modeling, 3D printing, mentoring and coaching junior designers.

I also enjoy

illustration, playing sports (soccer, touch rugby, tennis and golf), video games, music and spending time with my wife and two daughters.

RESEARCH

Integrating Educational Design Research and Design Thinking to Enable Creative Pedagogies

T. Cochrane, J. Munn, May 2020

Prototyping an Emotionally Responsive Hospital Environment

R. Douglas, S. Reay, J. Munn & N. Hayes, Design for Health Journal, Mar 2017

Prototyping Participation: 3D Printing Co-design into Healthcare

AUT University Library, Jan 2017

Design Innovation for Stroke Rehabilitation

AUT University Library, Jan 2015

EXPERIENCE

Experience Design Lead - AKQA

Auckland, New Zealand / Apr 2020 - Current

Since starting at AKQA, I've been promoted from Senior to Lead, helped develop a team of designers across two New Zealand studios, and applied my hybrid skill set to a wide a range of successful projects, including recent work with Netflix, Lego, IBM, NBA, Z Energy, Whittakers, IRD, Fonterra, EECA and the Superpower Institute. Alongside core work, I also coach junior designers, collaborate with other studios across AKQA's global network, and actively seek new business opportunities.

Senior Lecturer - AUT University

Auckland, New Zealand / Mar 2015 - Dec 2017

As a third-year lecturer for the Industrial Design Bachelors, responsibilities included refining the assessment rubric, preparing and delivering lectures, facilitating tutorials and studio critiques, and providing detailed feedback through marking and moderation.

UX Strategist - Digital Arts Network

Auckland, New Zealand / Apr 2018 - Mar 2020

During my 2 years at DAN, I created a design system for Turners & Growers, led the redesign of SKY TV's checkout journey, worked with NZ Police to reimagine a platform helping to address family harm, and developed a new internal brand direction.

UX Designer - Healthcare Human Factors

Toronto, Canada / Mar 2017 - Apr 2018

I led both UX and UI design on two major clinical applications: VIRTUES, an app to help detect and diagnose irregular heartbeats, and DailyDose - an app to help people with type-2 diabetes monitor and manage their condition.

Industrial Designer - DHW Lab

Auckland, New Zealand / Dec 2014 - Mar 2017

I helped redesign Auckland Hospital's wayfinding system, created furniture and spatial design concepts for the ICU waiting area, worked with Auckland Transport to reimagine the hospital's connection to public transport, secured 75K of new business, and designed an antibiotic guidelines app for training clinicians.