

James Winstone

UX Designer



📍 Manchester @ jebbs72@gmail.com ☎ 07388013908

🌐 www.linkedin.com/in/james-stuart-winstone 💻 <https://jamess-ux-portfolio-85e4af.webflow.io/>

SUMMARY

I'm a UX Designer with a First-Class Honours degree in Web & UX Design from Manchester Met, with a strong foundation in human-centred design, research, and UI development. My experience includes a year-long placement at [Nexer Digital](#) and a research-led games project with MMU. I'm passionate about creating accessible, thoughtful user experiences, and I enjoy challenges that involve collaboration, creativity, and continuous learning. Check out my portfolio at: <https://jamess-ux-portfolio-85e4af.webflow.io/>

Outside of my studies, I served for three years as a committee member for the Mountaineering Society at MMU — a role that developed my leadership, communication, and teamwork skills whilst fuelling my passion for the outdoors. I also love to skate, game, play guitar and climb.

EXPERIENCE

UX Designer

Nexer Digital

Sep 2023 - Jul 2024 | Macclesfield, Cheshire

- Completed a 10-month UX design placement, contributing to projects across UI, user research, and front-end development for a range of public and private sector clients — including NCC Group, Royal Botanic Garden Edinburgh, AstraZeneca, and more. This involved adapting to varied user needs, accessibility standards, and regulatory challenges.
- Worked on UI-focused tasks that strengthened my visual and interaction design skills, deepened my understanding of accessibility, and improved team collaboration.
- Supported user research efforts, building strong analytical, communication, and interpersonal skills.
- Took part in front-end development projects, enhancing my coding proficiency and reinforcing a user-first, accessible design approach.

UX/UI Researcher

The Manchester Metropolitan University

Oct 2024 - Feb 2025 | Manchester, Greater Manchester

- Collaborated on a funded research project exploring gamified social media for esports, partnering with a games company through Manchester Metropolitan University.
- Worked closely with stakeholders to align research and design goals, supporting end-to-end usability testing on campus — from setting up equipment and running sessions to collecting and analysing qualitative and quantitative data.
- Consolidated insights into actionable reports and presented findings to inform development.
- Contributed to UI design by creating wireframes and digital assets using Adobe Suite, and prototyping in Figma.
- Also supported branding and event coordination, including managing Eventbrite pages to recruit participants for testing sessions.

EDUCATION

First Class BSc (Hons) Degree in Web & UX Design (with placement)

The Manchester Metropolitan University

Sep 2021 - July 2025 | Manchester, Greater Manchester

Three A-Levels & an EPQ based on Design Sprints

Wyedean School & Sixth Form

Sep 2017 - Sep 2020 | Sedbury, Gloucestershire

- Media: B
- Graphics: C
- Product Design: C
- EPQ: B

SKILLS

UX & UI

- Product Design (Lo-fi & Hi-fi, Wireframing, Prototyping, Interaction Design)
- User Research (Usability Testing, Information Architecture, Journey Mapping, User Flows, Heuristic Evaluation)
- Systems & Strategy (Content Strategy, Accessibility, Design Systems)
- Front-End Skills (HTML, CSS, JavaScript)

Core Soft Skills

- Communication & Collaboration
- Empathy & User Advocacy
- Critical Thinking & Adaptability
- Attention to Detail
- Time Management & Leadership

Tools & Platforms

- Design & Prototyping (Figma, Adobe Creative Cloud, Axure RP)
- User Research & Testing (Tobii Pro, Hotjar)
- Collaboration & Documentation (Miro, Storybook, Zeroheight)
- Project & Task Management (Jira, Notion, Trello, Obsidian, Asana)
- Productivity & Communication (Microsoft Office, Microsoft Teams, Google Workspace, Slack)

SELECTED PROJECTS

Royal Botanical Gardens of Edinburgh (RBGE)

Worked on a donation-focused website to support the Palm House restoration appeal. Created low-fidelity wireframes in Miro, then developed high-fidelity versions in Figma following client feedback. Strengthened my skills in components, auto-layout, and design methodologies such as the 8pt grid system. (View Site: <https://www.rbge.org.uk/palmhouses/>)

Collibra

A research-led project aimed at improving a data intelligence platform's UI. Through in-depth research, I helped to uncover key functionality issues affecting user experience. Faced challenges in understanding complex, intertwined user journeys and identifying the right user group. Despite this, delivered insights that influenced project direction.

Translate project

Worked on a large-scale UI design project for a multilingual translation platform. Wireframed hundreds of screens in Figma and built reusable components. Collaborated with researchers in Miro and Axure to refine journeys and supported development teams through Agile sprints, stand-ups, and Jira ticketing.

NCC Group

Joined a website UI re-skin project mid-way. Onboarded quickly by reviewing previous meetings and clarifying expectations. Designed pagination and sticky banner components in Figma, tracking tasks using Notion and Jira. Improved my prototyping skills, especially in designing multi-state CTA components. (View Site: <https://www.nccgroup.com/uk/>)

Nexer academy training website

Developed two versions of a fictional website to demonstrate good vs. bad accessibility practices. The poorly coded version included common accessibility issues, while the good version met WCAG standards. Strengthened my coding and problem-solving skills while communicating accessibility principles to internal teams.

SELECTED RECOMMENDATIONS

Chris Bush

Head of Design Group @ Nexer Digital

"It was a pleasure to have James join our Nexer Digital UX Design Team during his university placement. He demonstrated a keen interest in user-centred design and approached every challenge with energy and curiosity. James settled into the team, bringing ideas and inspiration from his university work and studies to contribute to a range of projects. As he progressed through his time with us, James became more involved in co-design workshops with our clients, and he worked collaboratively to ensure these sessions were productive and insightful. It has been a privilege to work with James, and I would have no hesitation in recommending him to any design team."

Tracy Marshall

Design Team Lead @ Nexer Digital

"It was an absolute pleasure to have James as part of our Nexer Digital UX Design Team during his university placement. From the outset, he tackled every task with enthusiasm and a genuine passion for user-centred design. James quickly adapted to our fast-paced environment, contributing to several complex projects and integrating effortlessly into the team."

Steve O'Connor

Senior UX Designer @ Nexer Digital

"James was an absolute pleasure to work with. With his good humour and conscientious approach, he consistently brought positivity and dedication to every task—a vital trait in the fast-paced environment of an agency team. James demonstrated an impressive ability to listen, learn, and apply his knowledge effectively, quickly becoming an invaluable asset to the team. His contributions were genuinely appreciated, and his absence is felt—we truly miss having him around!"