

CRAIG JOHNSON

UX/UI Designer

Focused on user-centred design with strong visual craft. 6+ years in design and 5 years leading collaborative projects, always prioritising usability and accessibility.

craigjohnson.de

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SKILLS & TOOLS

End-to-end Product Design:

- Accessibility Design
- Wireframing
- Prototyping
- Research
- Usability Testing
- Stakeholder Management
- Agile UX
- Figma Webflow Lyssna
- Notion Photoshop
- Illustrator AI Software

LANGUAGES

English: Native

German: Conversational

UX PROJECTS

Splashboard Simplifying complex weather data into customisable, modular forecast dashboards to meet the varied needs of water and outdoor sports enthusiasts.

BibGö A public library website redesign with a warm, inclusive interface that simplifies search and account actions supassing WCAG 2.1 AA standards.

EXPERIENCE

Graphic Designer

Kulero | 10/2023-09/2024 | Göttingen Delivered thousands of web and print visuals for B2B ecommerce startup under tight deadlines, maintaining brand

consistency across digital and physical touchpoints.

Freelance | 06/2019-10/2023 | Remote

Developed brand identities and digital/print designs for clients including non-profits and cycling brands placing high value on aligning visual solutions with user needs.

Project Coordinator

Life Cycle UK | 06/2019-01/2022 | Bristol

Managed prison and community projects across 3 locations, coordinating 20+ freelancers, volunteers, stakeholders and customers making sweeping improvements often on initiative.

Sustrans | 10/2014-08/2016 | Cambridgeshire Led school cycling project across 20+ schools, building local partnerships and deliver inspiring events and workshops helping increase cycling to school numbers many fold.

Merry-Go-Round | 04/2014-06/2014 | Glasgow Internship supporting launch of baby goods recycling programme through building lasting local partnerships.

EDUCATION

UX Design + UI specialisation

CareerFoundry | 2025 | Online

Project-based training in UX/UI design, prototyping, user research, and analysis.

Bachelor of Arts, Product Design

Huddersfield University | UK | 2005 2D & 3D design, design process, prototyping.