Andrew Thompson
Product Designer

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Summary

User-centred and research-driven **Product Designer** with cross-sector experience in healthcare, precision engineering, and computer hardware. Proven ability to deliver high-impact products through all stages of design, from concept to delivery, integrating user needs, functionality, and stakeholder input.

Experience leading cross-functional, international projects through to delivery. Proficient in Figma, Adobe XD, SolidWorks, Fusion 360, full Adobe Suite, and advanced 3D printing. Adept at solving complex, real-world problems across both physical and digital environments.

UX Designer

NHS GP Surgery, Upperthorpe, Sheffield
Aug 2024 - Present (Remote from London)

I am part of a startup team developing a new user interface for the surgery's clinical system.

- Designed intuitive user interfaces and interaction models for clinical platforms using Figma.
- Developed navigation systems, wireframes, and prototypes to streamline user journeys.
- Built data dashboards to support clinical decision-making and workforce planning.
- Conducted user research and usability testing with GPs, nurses, and administrators.
- Delivered responsive assets aligned with Agile workflows.

Design Engineer

Ametek (Taylor Hobson), Leicester
June 2022 - June 2023

- Led the aesthetic, ergonomic, and UX redesigns of the Talyrond, DUO, and S200 product lines.
- Delivered multiple commercial projects.
- Introduced a Figma-based workflow for UX/UI.
- Delivered multiple functional UX prototypes .
- Optimised manufacturing costs through the use of AI generative design and 3D printing.
- Led weekly cross-disciplinary design reviews with local and international teams.
- Worked collaboratively in large SolidWorks
- Produced production items for clients.

SharePoint Developer

Contract for Steel City Practice, Sheffield, UK
Jan-Mar 2025

- Designed and developed a custom intranet with intuitive UI components.
- Integrated event calendars, document management, and internal communications tools.
- Applied brand-led visual design to support engagement and ease of use.

PC Build Technician

Direct Computers, Sheffield
Aug 2024 -Oct 2024 (and July-Dec 2020)

- Assembled and tested high-performance PCs for engineering, gaming and creative users.
- Created Photo and Video marketing content

EDUCATION & SKILLS

Product Design BSc (Hons) 2.1

Nottingham Trent University, 2020-2024

I gained a wealth of academic and industry experience by completing over 15 projects with 6 live briefs from industry and design competitions. This gave me knowledge of how to be effective in every part of the workflow from user research and competitor analysis to manufacturing, marketing and implementation.

A-Levels

Notre Dame, Sheffield, 2017-2019

Product Design (B), Physics (B), Maths (C)

Design & Technical Skills

- **Design Tools:** Figma, Adobe XD, Illustrator, Photoshop, Premiere Pro, After Effects
- **UX Methods:** User Research, Wireframing, Usability Testing, Personas, A/B Testing
- **Prototyping & 3D:** SolidWorks Qualified, Fusion 360, Advanced 3D Printing, Physical Mock-ups
- **Code for Design:** HTML, CSS, JavaScript (basic prototyping)