

Chris Tighe-Ford Lead designer

Skills and experience

I have over 15 years' commercial experience as a lead user experience and user interface designer working on large-scale projects in the public and private sector. I was co-founder and Design Director of PlanetRecruit Ltd. My work has been nominated for the Financial Times and Computing awards.

I have very strong experience of requirements gathering and analysis, use case modelling, rapid prototyping, user interface design, user experience design and the creation and use of design patterns. I have strong experience of art direction and visual design. I'm happy and able to work with or lead larger teams in large-scale projects.

Client and project summary

2010 - 2011 **Totara** (Kineo's LMS product)

Totara is Kineo Groups' flagship LMS product. I worked with Kineo's CTO and development partners to clarify the project requirements, create the system architecture and design the primary system functionality. I was also responsible for the design of the system UI.

Skills: Requirements gathering and functional specification creation, information architecture, use case modelling, UI design

2009 - 2010 **SocialLearn project** (The Open University)

Wildfire is the OU's social learning platform. Alongside the OU team I was responsible for an initial competitor review and discovery period and acted as Lead Designer for the project, responsible the system architecture, interaction design and the production of the system UI

Skills: Competitor reviews, requirements gathering and functional specification creation, information architecture, use case modelling, persona creation, UI design, art direction

2009

UK schools citizenship programme (Morgan Stanley / DfES)

Morgan Stanley and the DfES partnered to create a national online learning community centred on the concept of "citizenship". I was required to translate MS and the DfES' broad project objectives into a sustainable online community, from the initial requirements gathering phase through to the final system architecture and UI

Skills: Requirements gathering and functional specification creation, information architecture, use case modelling, persona creation, UI design

2007 - 2009	<p>Building Schools for the Future (Sun Microsystems)</p> <p>I acted as Lead Designer for Sun Microsystem’s bid team working from pre-sales through design and delivery. The BSF project was a £69bn Government education project, with Sun delivering a bespoke LMS to a cohort of schools in the North of England. As well as pitching Sun’s design solution to the client teams I was responsible for the initial requirements gathering process, coordinated and ran the ongoing focus groups and user testing sessions and created the system IA, UI and art direction</p> <p>Skills: Competitor reviews, requirements gathering and functional specification creation, information architecture, use case modelling, persona creation, UI design, art direction, design patterns creation</p>
2004 - 2007	<p>Epic Group plc (employed as Lead Designer)</p> <p>I acted as Lead Designer for a large number of clients, including the UKeU project, Barclays, LloydsTSB and Sun Microsystems. I was responsible for the creation and maintenance of a large-scale design patterns library</p> <p>Skills: Competitor reviews, requirements gathering and functional specification creation, information architecture, use case modelling, persona creation, UI design, art direction, design patterns creation</p>
2002 – 2004	<p>Absolute Internet ltd (employed as Lead Designer)</p> <p>I was responsible for the company’s key accounts, including Safeway and Portakabin. I was also responsible for the training of the six other designers employed by AI</p> <p>Skills: Competitor reviews, requirements gathering and functional specification creation, information architecture, use case modelling, persona creation, UI design, art direction, design patterns creation, staff training and mentoring</p>
1998 – 2001	<p>PlanetRecruit ltd (Co-founder and Design Director)</p> <p>I was one of three co-founders of the online recruitment site, PlanetRecruit. I was responsible for the brand identity, art direction and UI/UX design of the full system. PlanetRecruit was sold in 2001</p> <p>Skills: Brand identity, information architecture, use case modelling, persona creation, UI design, art direction</p>

References

References are available upon request.