Mike Thomas

Lead Product Designer (He/Him)

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Product design and team *leadership* for start-ups, scale-ups and enterprise.



Design skills

Education

User research Information architecture

Interaction design

Visual design

Writing

Prototyping

Service design

Front-end engineering

Leadership skills

Communication

Visioning

2007-2008 **MSc Digital Art &** Technology i-DAT, Plymouth

2002-2005 **BA (Hons) Graphic Design** Arts University College Bournemouth (née Arts Institute)

Inputs

Reading The Artist's Way,

Experience and impact

Feb 2020–May 2024 Product Designer → Lead Designer Piclo.energy

- Lead design activities for the creation of two 0-1 B2B SaaS products from early research through to first launch.
- Established working practices for achieving AA accessibility across design and engineering disciplines.
- Helped grow the design team from 2 to 7, including ensuring the hiring process aligned with company values.
- Helped coach and transition an early-career designer from Visual Design towards their first dedicated UX role.
- Established a foundational design system including UI library, and began productising the output.
- Introduced regular design team ceremonies, quarterly reviews, and other habits to help the team mature.
- Helped to standardise product thinking across the business by introducing documentation standards.
- Re-designed and built the marketing site at Piclo.energy, along with content management standards and training.
- Co-designed novel UI solutions, based on internal

Strategic decision making

Building trust

Mentoring and coaching

Preferred tools

Figma

Miro

Pen + Paper

Google Workspace

Slack

Notion/Obsidian

Range

Listening to Decoder, **UX** Podcast

Playing Lies of P

Watching Severance

Running in **Brooks Adrenaline GTS 23**

stakeholder interviews, to empower other teams.

Mar 2013–Apr 2019 Designer \rightarrow Senior Designer \rightarrow Product Designer TotallyMoney.com

- Re-designed customer acquisition journeys for key business partners to improve conversion rates.
- Centralised design assets and simplified the codebase for HTML emails to improve QOL for colleagues.
- Designed and orchestrated qual UX activities to better understand the impact of key marketing materials.

Jan 2009–Mar 2013 **Digital Designer** Metaphors.co.uk

• Helped design and launch over 50 websites for key clients, including training on in-house CMS.

"Mike's blend of *leadership*, *design expertise*, and genuine care for his colleagues made a lasting impact on both the team and the products we created. I have no doubt that any team would greatly benefit from his talent and leadership." - Hua Zhang, Service Designer @ Piclo

Let's make the world better, *together*.

Made in Figma, set in Libre Baskerville and Inter. Summer 2024.