Mikael Metthey

UX & Interaction Designer
Entrepreneur

www.mikaelmetthey.net

I bring together creative and scientific methods to craft products that resonate with users. With 15 years experience in the tech industry, I lead design in the pursuit of innovative solutions that empower people through digital technologies.

My role as a Lead designer revolves around the transformation of insights into actionable plans, enhancing the value of products and services through design thinking and iterative testing of hypotheses.

Fuelled by a love for challenges, I thrive on collaborating with multi-disciplinary teams to design purposeful solutions. My approach is characterised by a user-centric mindset, curiosity, attention to detail, and agility, ensuring that each project is a critical exploration of creative excellence.

Whether it's delving into trends and insights, conducting 1:1 interviews, or refining through usability studies and A/B experiments, my journey in design is a continuous quest for meaningful and impactful solutions.

mmetthey@gmail.com

+44 793 184 8658

LinkedIn

TIMELINE

KEY SKILLS AND EXPERIENCE

Senior Interaction Designer | Contract

Department for Environment Food & Rural Affairs

Dept for Environment, Food & Rural Affairs | May 2022 – Present

- Delivered key designs for 2 new services, enhancing grant applications and data transparency to improve farmer autonomy.
- Led an agile User-Centred Design team, ensuring the design of the service adhered to the GOV.UK design system and WCAG 2.2.
- Collaborated closely with the research team to understand needs, establish testing regimes, gather and analyse feedback.
- Validated core designs through extensive user testing, contributing to a robust foundation for future service enhancements.

Senior Interaction Designer | Contract

UK Health Security Agency

UK Health Security Agency | Oct 2021 – May 2022

- Led a design squad for the NHS COVID-19 App, ensuring accurate reflection of policy changes in a fast-changing environment.
- Conducted in-depth research supporting iterative design changes, driving continuous improvement aligned with rapidly evolving user needs and policies.
- Collaborated with stakeholders, integrating user-centred design findings into decision-making for the critical public health app.
- Demonstrated leadership in user-centred design practices, aligning services with changing policies and advocating for simple solutions.

Senior Interaction Designer | Contract

NHS Digital

NHS Digital | Nov 2020 – Oct 2021

- Designed and tested changes to improve the user experience for the NHS' COVID Vaccine Research Portals, incorporating user feedback.
- Explored service find-ability and recommended UX changes, assessing user provenance through Google or NHS.UK Information Architecture.
- Improved the NHS app 'repeat prescription' journey by enhancing continuity and providing additional signposting for better discovery.
- Contributed to the goal of improving access to NHS transactional services and digital records through the NHS App and Website.

Senior UX Designer | Contract

BCG

BCG Digital Ventures | Jul 2020 – Oct 2020

- Shaping the user experience for a digital companion that empowers asset managers to optimise the performance of their wind turbine fleets.
- Translated complex machine learning algorithms into an intuitive user interface to align with the mission of empowering asset managers.
- Applied a user-centred design approach to better understand asset managers' needs, addressing key pain points.

SKILLS AND EXPERIENCE

Lead UX Designer | Contract

MACHINEMAX

Machinemax | Aug 2019 – Jan 2020

- Led strategic design initiatives, paving the way for a future collaboration with HS2, one of the UK's impactful construction projects.
- Crafted innovative dashboards for better asset and resource management, ensuring compliance with emission standards across multiple projects.

Founder | Full-time

Careviz

Careviz | Jun 2016 – Oct 2020

- Founded and designed Careviz with a key mission to address challenges faced by cancer patients.
- Provided leadership, guiding the mission and team towards creating a more supportive and inclusive digital health platform.
- Designed features to facilitate community engagement, allowing patients to share their journeys and connect with others facing similar conditions.
- Integrated a store feature where users could purchase wellbeing products recommended by the community.

User Experience Designer | Full-time

intel

Intel | Jul 2011 – Jan 2016

- Instrumental in the release of an innovative extension for Google Chrome, leading to a new business partnership with Google.
- Successfully filed a patent for the use of NLP engines in content discovery based on keyword analysis.
- Led a design team and collaborated closely with an NLP engineering team, facilitating the delivery of an advanced Chrome extension.

Interaction Designer | Full-time

SAMSUNG

Samsung Design Europe | Oct 2008 – Jul 2011

- Collaborated with external design studios to develop innovative solutions aimed at addressing the challenges faced by elderly individuals in learning new mobile interfaces.
- Worked across mobile and home appliances teams to create compelling visions of next generation home appliances.
- Reviewed Samsung Appliances UX and device ecosystem, benchmarking competition to assess the state of the art.

EDUCATION

MA, Design Interactions | Full-time

Royal College of Art

Royal College of Art | 2005 – 2007

- Learned advanced skills in human-centred design, emerging technologies, and strategic thinking for shaping the future of interactive experiences.

BA, Digital Media | Full-time

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University of the Arts London | 2002 – 2005

- Explored digital design, multimedia storytelling, and interactive web technologies, preparing for dynamic roles in the evolving landscape of digital media.

KEY SKILLS

- User-Centred Design
- UX Strategy
- Team Leadership
- Project Management
- Prototyping
- Usability Testing
- Interaction Design
- Accessibility
- Collaboration
- Agile Methodology
- Problem-Solving
- Communication Skills

TOOLS

- Adobe Suite
- Figma
- InVision
- Miro
- Mural
- JIRA
- Confluence
- Github
- HTML

LANGUAGES

- English | Fluent
- French | Native
- German | Intermediate
- Portuguese | Basic