

Stephen O’Kane

UX Designer

Delivery focused **UX Designer** with over 16 years’ experience. Specialising in user experience (UX) and user interface (UI) design.

EXPERIENCE

October 2018 – Present

UX Software Engineer Project Manager

Council for the Curriculum, Examinations & Assessment

- UX lead responsible for delivering enterprise level software for ETI (Education Training Inspectorate). Replacing an old legacy product with a new innovative web and desktop application.
- Lead UX/UI design and prototyping for educational products.
- Commercial experience of designing and implementing large scale digital products
- Excellent written and verbal communication skills, presenting work intelligently and concisely for the team and other key partners
- Prince2 functional specifications, monthly highlight reporting and risk register
- Hands on experience with UX research techniques, ability to design and run user testing and facilitate creative workshops
- In depth understanding of best practices for UX and UI design patterns on mobile and web
- Manage design projects from start to completion, with overall responsibility for delivery
- Perform detailed UX research and fully understand the problem, define user journeys, and identify metrics and data that can support decision-making.
- Work closely with users, stakeholders, business analysts, product managers and development teams to brainstorm and co-create ideas, approaches and solutions
- Create wireframes, prototypes, and high-fidelity designs
- Monitor and identify opportunities to optimise experiences across a variety of products and services.
- Design and deliver digital experiences for new and existing products and services.
- Producing project plans, managing and delivering a vast array of projects using both Agile and Waterfall methodologies ensuring the team work together to keep the plan on track to guarantee delivery on the contracted date.
- Leading UX/UI design team for digital products e.g. websites, web applications, mobile apps.
- Facilitating design sprints
- Experience building, leading, motivating and mentoring a team of developers.

February 2012 – October 2018

Lead Web UX Design and Development

Council for the Curriculum, Examinations & Assessment

- Managing and providing leadership to the CCEA multimedia web team, delegating and assigning project tasks to team members, setting the strategy and direction of multiple key technology and design projects.
- Evaluating and scoping new requirements through interaction with clients through workshops, face to face meetings, assisting the client to prioritise and champion the requirements which provide the best return on investment.

SKILLS

UX design, UI design, Interaction design, User Research, Project Management, Agile, Interaction design, Information Architecture, User Interface Design, User Research, Usability Testing, Graphic Design, Interviews, Surveys Card sorting, Ethnography, Participatory design, Task Analysis, Rapid Prototyping, Heuristic evaluation, Content Analysis, Personas, Wireframes, Competitive Analysis, Experience Maps, Scenarios, Mental Models, User journeys, Story boards, Task Flows, affinity mapping. AB tests.

TOOLS

Adobe XD
Illustrator
Photoshop
HTML5, CSS3,
Azure DevOps
Google Analytics
Microsoft Office

EDUCATION

2005 – 1st Class Honours Degree – Interactive Multimedia Design, Diploma in industrial studies (with Commendation) – University Of Ulster

2006 – Diploma in Management (Level 5) – Chartered Management Institute, Belfast

- Organising daily scrum meetings/calls to track project progress, producing and delivering reports to line management and external clients.
- Identifying knowledge gaps within the team and utilising the company design and development resource pool where required.
- Implementing W3C web accessibility standards
- Managed a number of secure applications, conducting testing throughout the entire development cycle, including manual testing, visual QA, and automated testing to ensure that applications functioned perfectly for the end user.
- Responsible for implementing User Experience (UX) Design.
- Up to date on latest procurement procedures, worked on the tendering process for a number of call off contracts. Writing specification and business case documents to secure support tenders through the NI etenders system

September 2006 - February 2012

Multimedia Design/Developer

Council for the Curriculum, Examinations & Assessment

- Preparing, checking and quality assuring design work for web;
- Day-to-day management of Northern Ireland curriculum website
- Managing/leading/motivating a creative design members for both multimedia and print products.
- Responsible for assigning project tasks to junior designers, managing their workload and assisting them with hands on design and development support as and when required, promoting an open environment for learning and development.
- Further enhanced portfolio of Design and Development skills, embracing new technologies such as Moodle, Wordpress and Drupal.
- Developed excellent communication skills, working closely with clients, managing their business requirements and negotiating solutions through face to face meetings, multi-participant conference calls and workshops.

September 2006 - August 2006

Graphic Designer

TeleTech, Belfast, Düsseldorf (Germany)

- Responsible for delivery of a wide range of design briefs in a number of key skill areas. This included creating web and print media for the companies 'EMEA On Demand' and 'Professional Issues' sectors.
- Spent considerable periods in Düsseldorf, Germany, working closely with the project sponsors, documenting requirements and subsequently working using agile methods to design and deliver a project which ultimately exceeded client expectations.
- Producing presentations at internal and external director level to explain concept design and delivery progress.

ACHIEVEMENTS

Lead UX/UI designer for:

ETI (Education Training Inspectorate) bespoke software called InsPIRE (Inspection, Planning Insight and Reporting Environment)

Quest *for learning* software. A guidance and assessment application to support teachers and classroom assistants of learners with profound and multiple learning difficulties

New CCEA website 2021-managing web team

TRAINING COURSES

Lean UX Training
 UX Foundation Training
 Agile Project Management
 Project Management
 Drupal DMS
 Adobe Product Training
 Moodle creator
 Application and interview skills
 Change awareness
 Office safety
 Attendance Policy
 Recruitment and selection
 Stress Training
 Team building