

# Colin Turnbull

## Lead Product Designer

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Open to relocation and remote work

## Skills

### Technical

UI design  
Design systems  
Responsive web design  
Native app design  
Wireframing  
Prototyping  
Hi-fidelity mockups  
UX thinking and workshop facilitation  
Illustration  
Brand design  
Motion and Animation

### Soft skills

Curious  
Adaptable  
Problem solver  
Team player  
Collaborative  
Detail-oriented  
Organized  
Self-starter

### Tools I'm proficient in

Figma  
Sketch  
Illustrator  
Photoshop  
After Effects  
Abstract  
Invision  
Zeplin

## Education

### Certificate, Branding For Food and More Workshop

The Cooper Union  
November 2020

### Certificate, Web Design Track

Startup Institute  
October–December 2015

### BFA Degree with Graphic Design Focus

Evangel University  
2010–2015

## Experience

### Lead Product Designer, Big Human

New York City, 2023–Present

Continuing the tasks and responsibilities given to me as a Senior Designer, I am seen by my peers as someone who executes digital design to the highest degree within the company. Alongside client work, I have also been instrumental in defining Big Human's approach to the design discovery process, and am in the process of aligning Big Human's interview process to best practices to ensure continued growth and success of the design team.

### Senior Product Designer, Big Human

New York City, 2021–2023

I managed end-to-end design projects both independently and collaboratively. I led design workshops, conducted client reviews, and engaged in user research. Tasked with elevating brands in the digital space and creating and maintaining design systems aligned with brand guidelines. Work includes a comprehensive website redesign for Asia's largest electronics testing house, innovative web-app concepts for a prominent NYC newspaper, and the creation of a high-fidelity clickable prototype for an artwork collection platform.

### Graphic Designer, Freelance

Boston, MA · 2018–2021

Self-started freelance design business working with clients to develop effective brand identities, custom illustrations, and print collateral from concept to completion. Work included the design of *El Mar Que Nos Rodea*, a 200+ page lesson plan book, complete with illustrations and visual identity used by Harvard University, detailed data visualizations for an online Alzheimer's research database, and visual identity and social media assets for a pop culture and current events podcast.

### UX/UI Designer, Accenture Interactive

Boston, MA · 2017–2021

I crafted websites and native mobile apps by collaborating with clients to deliver impactful user experiences for their customers. This work included co-leading design for a childcare management app, designing the visual identity for a product suite built to advance the discovery, development and delivery of drug therapies, and designing an AR app concept used to showcase Accenture's experience with emerging technologies.

### Communications Designer, Intrepid Pursuits

Boston, MA · 2016–2017

I worked as part of a multi-disciplinary marketing team to craft web, social media, and print collateral. I designed PDF case studies, guides, and white pages to showcase Intrepid's apps and highlight emerging trends in app design. I filmed, recorded, and edited promotional videos and episodes of the Intrepid Podcast. I supported sales and C-suite teams by designing presentation decks and reusable templates.

### UX/UI Apprentice, Intrepid Pursuits

Boston, MA · 2016

I was selected from a competitive applicant pool for 12-week immersive apprentice program. I gained significant exposure to UX/UI best practices within a fast growing digital product agency. I collaborated with developers on a capstone project, designing and developing *Citadel*, a *Game of Thrones* reader companion app in just 5 weeks. I shadowed client-facing teams while participating in feedback sessions, iterating on features, and producing visual assets in accordance with project deadlines.