

Jack Anglesea

Lead Product Designer / Senior Product Designer

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Product design leader with 9+ years' experience shaping B2B and B2C digital products across SaaS platforms, native mobile apps, web platforms, and service-led experiences. Currently leading UX and Design at Dootrix, working across product strategy, design systems, accessibility, AI-enabled workflows, and end-to-end product delivery.

I bring a senior, hands-on approach to ambiguous product problems - connecting user goals, business metrics, technical constraints, and delivery realities to shape products that are useful, accessible, and well-crafted. My work spans discovery, UX audits, journey design, prototyping, interface design, stakeholder alignment, requirements shaping, design QA, and scalable systems that help teams ship with more consistency and confidence.

/core skills

- Product Design Strategy
- B2B and B2C Product Design
- SaaS Platforms and Service-led Products
- Native Mobile and Web UX
- Design Systems and Governance
- Prototyping and Design QA
- AI-enabled Design Workflows
- Discovery, UX Audits and Journey Mapping
- Cross-functional Product Delivery
- Accessibility and Inclusive Design
- Stakeholder Alignment and Facilitation
- Commercially Grounded Design Decisions

/selected product impact

- Led product direction and UX for an EV charging mobile platform that launched in under six months, surpassed 50,000 downloads, and achieved a 4.8 app rating.
- Designed risk-informed fraud prevention flows for an in-app card fraud challenge, reducing risk while protecting session completion and user trust.
- Created GRIDSERVE's first design system, improving consistency, accessibility, handover quality, and scalable product delivery across native mobile workstreams.
- Redesigned onboarding and home-screen experiences following an end-to-end UX audit of a mobile app journey, from App Store first impression through onboarding and everyday use.
- Explored new enterprise BI patterns for Heathrow, using rapid experimentation to shape future work across a broader Heathrow workstream.
- Led AI-enabled SaaS and workflow experiments, including rapid prototype work that turned early concepts into working platform propositions.

/experience

Head of UX and Design

Dootrix | May 2022 – Present

Digital product consultancy helping organisations design, build, and modernise web, mobile, cloud, and AI-enabled products.

- Lead end-to-end product design across native mobile and web engagements, from discovery and product strategy through to interface design, prototyping, delivery support, and design QA.
- Shape B2B and B2C product experiences across SaaS platforms, AI-led concepts, enterprise tools, green energy, and service-led digital products.

- Partner closely with product, engineering, delivery teams, and senior stakeholders to turn complex requirements into clear user journeys, scalable design patterns, and build-ready experiences.
- Balance user needs with business goals, including adoption, conversion, retention, operational efficiency, risk reduction, and commercial growth.
- Build and embed design systems, component patterns, and Figma ways of working that improve accessibility, consistency, and delivery quality.
- Lead AI-enabled design operations and workflow experiments, helping teams use AI responsibly to improve speed, exploration, and product thinking.
- Manage and mentor designers through structured 1:1s, objective setting, critique, and development planning, while remaining hands-on across product design work.
- Maintained delivery momentum and team performance during a leadership transition, ensuring continuity across active engagements.
- Acted as the voice of design with internal teams and clients, connecting product direction, accessibility, and delivery standards across concurrent projects.

UX/UI Designer

Dootrix | October 2020 – May 2022

- Owned UX across web and mobile projects, leading discovery, journey design, reusable system foundations, and interface design for client products.
- Helped establish design systems and accessibility as core delivery capabilities, improving consistency across product teams and engagements.

Senior UI Designer

Sputnik Digital | January 2020 – October 2020`

Manchester digital agency delivering websites, digital products, and brand-led online experiences for client organisations.

- Led creative and interface direction across agency and client engagements, delivering responsive digital products and brand systems aligned with business goals.

UX/UI Designer

BrightHR | May 2018 – January 2020

B2B HR SaaS platform helping small and medium-sized businesses manage HR, absence, documents, rotas, and people operations.

- Designed and delivered web and mobile features used internationally, contributing to shared component systems that improved consistency and accessibility.

Junior UX/UI Designer

BrightHR | November 2016 - May 2018

- Supported product development and brand initiatives across web and mobile, contributing to feature rollouts and company-wide rebrand activity.

Junior UX/UI Designer

DriverNet | August 2015 – November 2016

Early-stage transport and fleet technology business creating digital tools for drivers, operators, and connected road services.

- Designed early-stage digital experiences in a start-up environment, contributing to product direction, UI foundations, and delivery support.

/education

BA (Hons) Graphic Design University of Salford