

Michael Pinney

Design & Product

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With over 16 years experience designing and leading in companies of all sizes, I've worked with fledgling startups taking their product from 0-1 up to multinationals with established products and millions of customers.

Beyond my career I'm a ceramicist, play guitar and enjoy rock climbing.

experience

Packfleet / Design & Product

2024 – Now

Responsible for all design across the company and Product Owner for our industry leading Recipient Experience.

LendInvest / Head of Design

2020 – 2024

Leading a multi-disciplined team of designers and researchers.

- Oversee product, research and brand design across all LendInvest platforms.
- Instrumental in launching new products and their iterations, crucial for the company's IPO in Summer'21.
- Pivotal in shaping design strategies, influencing marketing and business operations.
- Transformed the design team's approach to collaboration with the broader business.
- Introduced a design-focused progression framework for team members' growth and development.
- Spearheaded the evolution of the LendInvest Design System, the backbone of all platforms.

EF Education First / Lead Product Designer

2019 – 2020 (Maternity Cover)

Lead the design of an internal tool which provides Education First's teachers the ability to manage their lessons online.

- Coordinated design with a team located across three continents.
- Increased teacher workplace satisfaction from 5.7 to 8/10.
- Conducted research and co-design sessions with teachers to guide iterative design process.

education

BA (Hons)

Graphic Design: New Media

University for the Creative Arts

community

I co-host the design podcast ThisTbh where we have thoughtful conversations with industry experts. We cover a wide range of topics from ethics in design to building effective teams and designing for markets which vary greatly from your own culture. Across all these topics the common theme is design leadership.

Additionally, I'm actively involved in helping to organise and run the Triangles design community.



[Triangles Slack](#)



[ThisTBH Podcast](#)

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experience continued

Eurosport / Senior UX Designer

2017 – 2019 (Contract)

Led the complete redesign of Eurosport Player, a subscription service available across Europe and the Nordics.

Paybase / Senior UX Designer

2016 – 2017 (Contract)

Working closely with the Head of Product, I ran extensive market research interviews and explored greenfield consumer propositions.

Yubl / Senior UX Designer

2015 – 2016

Joining Yubl pre-launch, I helped bring the iOS and Android apps to market. We were featured on the iOS app store multiple times and charted 4th in the UK within the Social Apps category.

blinkbox / UX Designer

2012 – 2015

Worked on the complete redesign of the blinkbox service, managing design across 11 different platforms including iOS, Android, Web, Consoles, Smart TVs and more.

Profero / Creative Technologist

2011 – 2012

Developed and pitched physical interactive experiences to Clients such as Mini, Marks & Spencer, Diagio and HTC.