

Nick Blackford

07703642005 - nick.blackford@gmail.com - www.nickblackford.com

Profile

I'm a Lead Product Designer with experience working in-house at Disney, Pottermore and PlayStation. I also have experience working in genealogy, health-tech and advertising. I love problem-solving, improving user experiences and making things look better.

Skills

- Adobe Creative Suite
 - Sketch / Figma
 - Invision
 - Abstract
 - Hand drawing
 - Copy writing
 - User research
 - Empathy
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Dec 2020



Lead Product Designer at A Million Ads

Responsible for the design of our products, which drive higher brand engagement by delivering personalised advertising creative at scale.

May 2018



Design Lead at Doctorlink

Managed the in-house design team at Doctorlink, ensuring that our design work was consistent, documented and accessible.

Jan 2017



Product Designer at Findmypast

Oversaw the design of multiple features, working with stakeholders and developers from initial workshops through to delivery.

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Oct 2014



Digital Designer at PlayStation

Created, managed and delivered creative content for playstation.com and all supported European territories.

Jul 2012



Digital Designer at Pottermore

Used Adobe Fireworks and Photoshop to update the product. Created brand guidelines and marketing assets across all channels.

May 2011



Creative Producer at Disney

Designed and managed all online creative content for the UK, French and German Disney Store websites.

Education



University of Sussex, 2004 – 2007

BA 2:1, English Literature & Media Studies



Central Saint Martins College of Art & Design, 2002

Foundation Diploma, Fine Art Moving Image



Hampstead Secondary School, 1997– 2002

A LEVEL, English (A), Media Studies (A), Art (A)