

Daniel Kemery

I work with people to understand problems and create solutions.

Design finds solutions to both business and user needs. I deliver global products, identify business risks and help develop product strategy.

I work Lean— creating and validating hypotheses by rapidly iterating based on feedback.

Main strengths: MVP definition / delivery, workshop facilitation and wider design education.

Hard skills

- Lean UX / Google sprint
- User / stakeholder interviews
- Cross-functional workshops
- Synthesising feedback
- Problem definition
- Identifying constraints
- Usability testing / iterating
- Experience / affinity mapping
- Scoping MVPs
- Using multiple design software

Soft skills

- Planning / organisation
- Public speaking
- Listening to understand
- UX copywriting
- Client management
- Naturally curious
- Fast learner

Languages

- English | Fluent
- German | Fluent
- HTML / CSS | Basic

Ve Global | Senior product designer

Jan 17 - today

- Leading end-to-end global projects for all flagship solutions: onsite engagement, digital advertising and remarketing
- Facilitating workshops with 18 global territories: design studios, project kick-offs, retrospectives and user / stakeholder interviews
- Managing and mentoring two junior product designers through hands-on project experience and upskill workshops
- Shifting company culture to Lean by defining MVP strategies and product roadmaps

Products: global client (SaaS) platform + onboarding, data reporting tools, new-employee onboarding and product design pattern library

Experience Haus | Instructor / co-founder

Jan 17 - today

- Teaching multi-discipline students 'Double Diamond' and 'Lean UX'
- Pairing students with start-ups for hands on design application
- Other select responsibilities: branding, creation of digital / print marketing material, conference organisation and radio host

Products: 10-week course syllabus, all lecture content, design conferences, product design guides and student onboarding

General Assembly | Instructor

May 16 - Jan 17

- Regularly delivered UX talks and lectures to prospective students
- Courses included: three month UX immersive, one-week UX bootcamp, UX part-time, UX 101, and two-day UX bootcamps

Cohaesus | UX designer (contract role)

Nov 16 - Jan 17

- Lead multiple user and client workshops to define MVP scope
- Worked directly with in-house / external development teams
- Facilitated usability sessions and presented key-takeaways weekly

Products: multiple responsive websites and native iOS apps

Fishbowl | Social media manager, UK

Nov 14 - May 16

- Spearheaded Fishbowl's UK initiative within an agile team
- Responsibilities: culturally adapting Fishbowl's US success to the UK market, managing all UK clients and finding new UK business
- Crafted unique, digitally-focused monthly marketing plans involving: visual design, email / social media strategy, copywriting, and personalisation techniques