OWEN PICKERING



DIGITAL PRODUCT DESIGN

m Owen

I'm a Designer from Snowdonia, Wales, who loves problems (solving, not creating).



I'm passionate about:

using empathetic, user-centred research to create engaging and empowering designs.



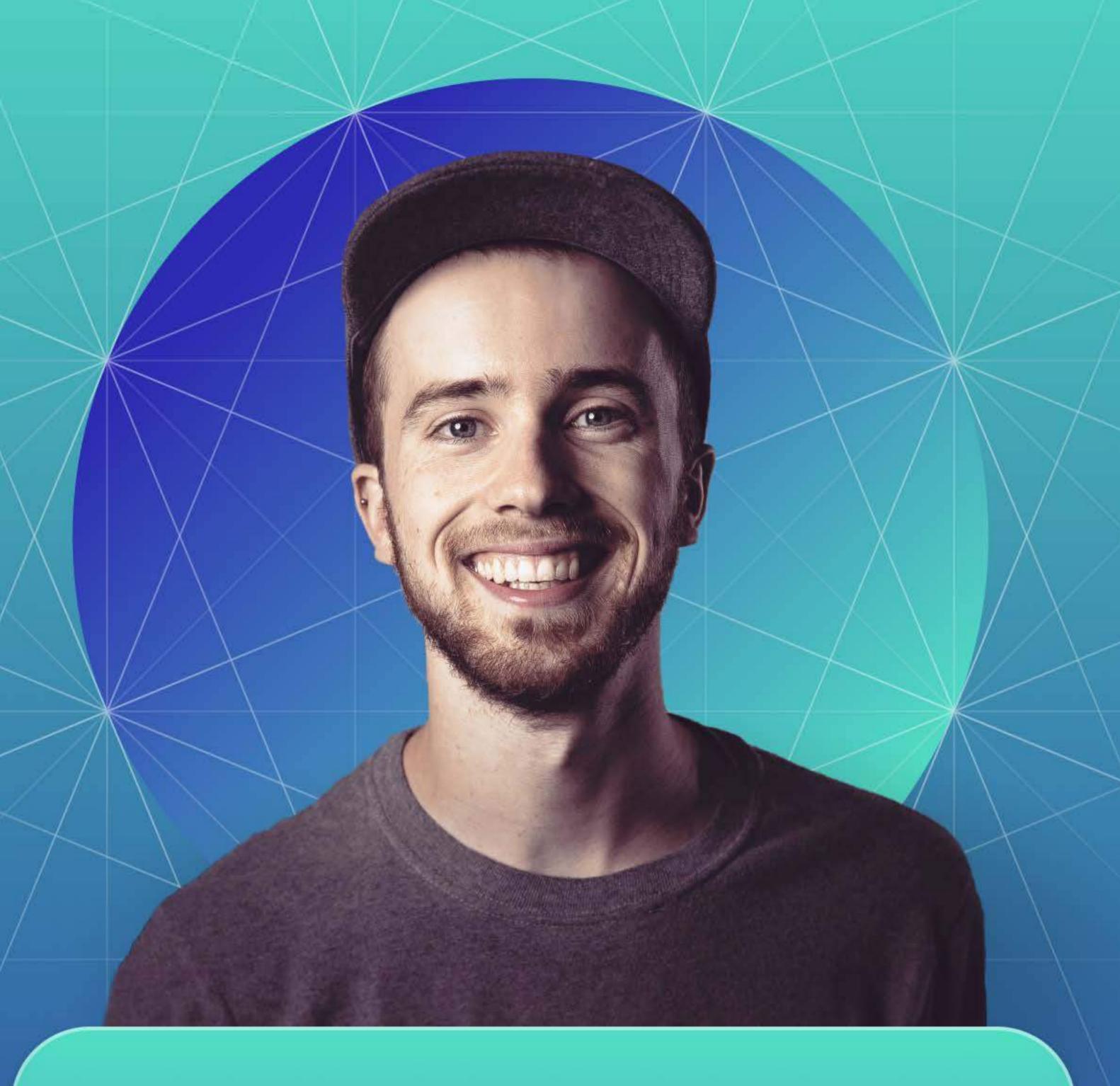
I'm obsessed with:

learning the latest tools and theories to create products that are intuitive and effective.



I'm looking for:

opportunities to work in a team that wants to solve big problems together.



Let's Work!



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owenpickering.com

Experience

Education

Racelo	UI/UX Designer RaceID	2022 (Ongoing)	Design for Industry: BA Hons 2:1 Northumbria University, UK	2016—202
BERGHS SCHOOL OF COMMUNICATION	Course Tutor: UI/UX in Figma Berghs School of Communication	2023	Web Development Fundamentals UDEMY	20
SP LIT	Freelance Digital Designer SPLIT Stockholm	2022	Art & Design Foundation (UAL): Distinction City College Brighton & Hove, UK	ion 2015—20
	Visual Design Lead Teemyco, Stockholm	2021	A-Level: Math: A* Physics: A Music: A Product Des Ysgol Tryfan, Bangor, Wales	sign: A 2013—20
FWI MEDIA	Visual Designer <i>FWI Media at Studio Trackside, Toronto</i>	2018—2021	Awards	
BC	Sustainable Product Design Intern Bangor Biocomposites Lab, Wales, UK	2018	Crest Award for STEM Achievement	Go
	Product Design Intern Jake Phipps Ltd., Richmond, UK	2017 WJEC CBAC	WJEC National Innovation Award	
	Support Worker (Spanish) Adolescentes en el Camino Migrant Shelter, Oaxo	aca, Mexico	National Science & Engineering Compe	tition Finali
	Graphic Designer Dr Zigs Extraordinary Bubbles, Wales, UK	2015	Scholarship for Academic Achievement Northumbria University, UK	

Contents

RaceID Coach

Al Training Program App

Web-App Design & Marketing







Photoshop After Effects

RaceID Timing

Race Timing App

Native App Re-Design







Photoshop After Effects

RaceID Rebrand

Brand Refresh

Design System, Branding & Marketing





Photoshop

Teemyco

Online Office App

Design System, App & Marketing Design

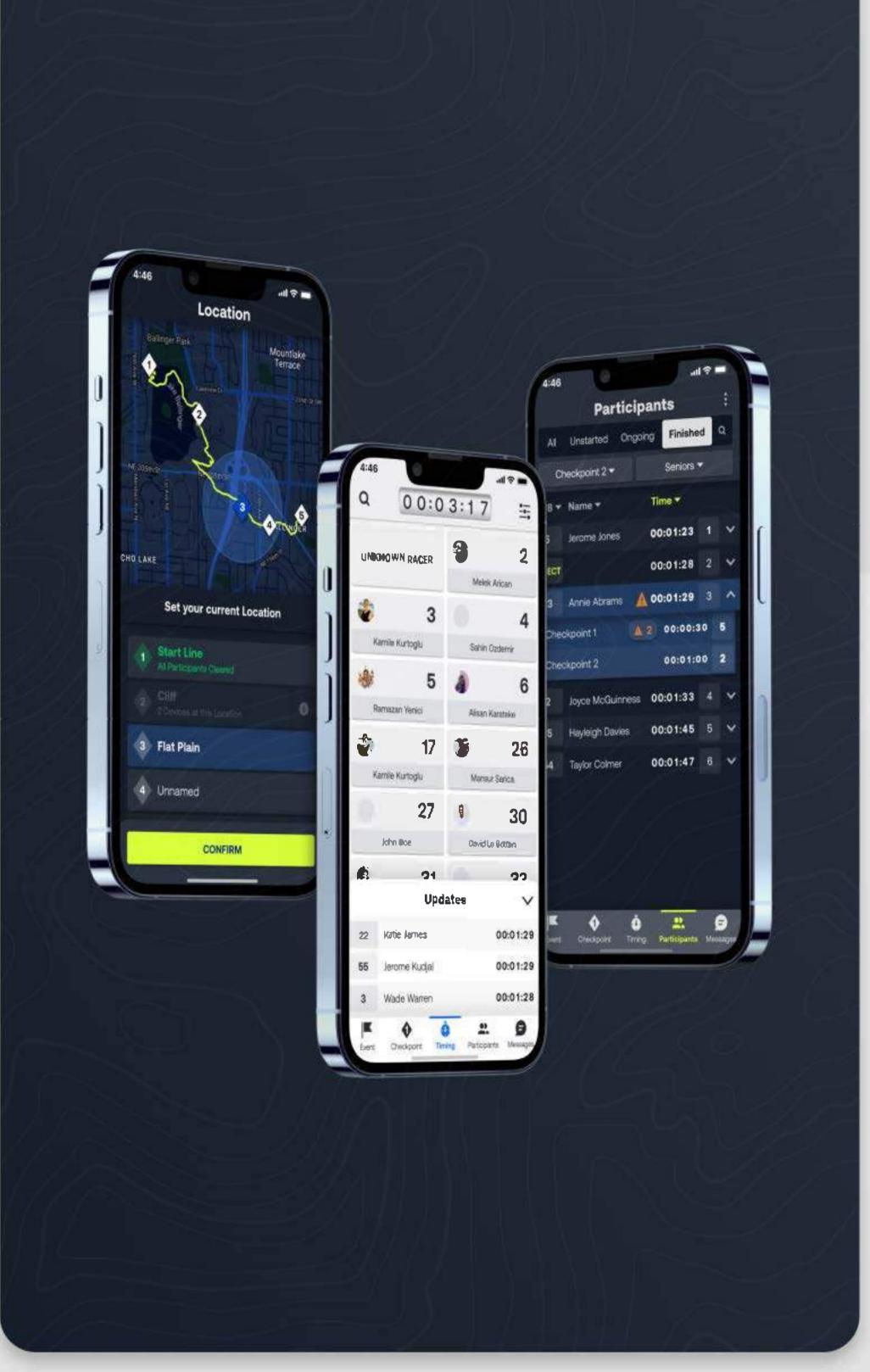


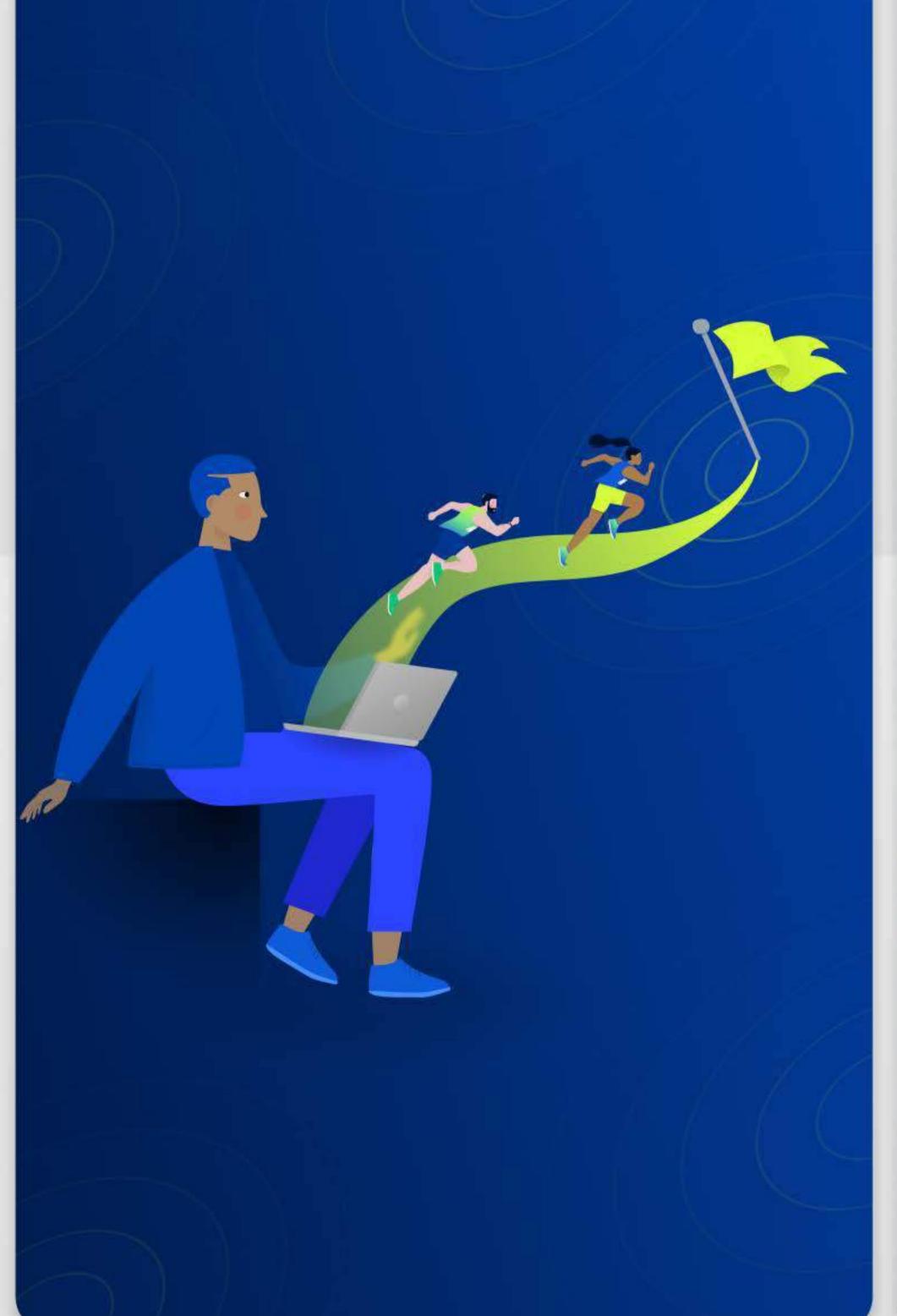


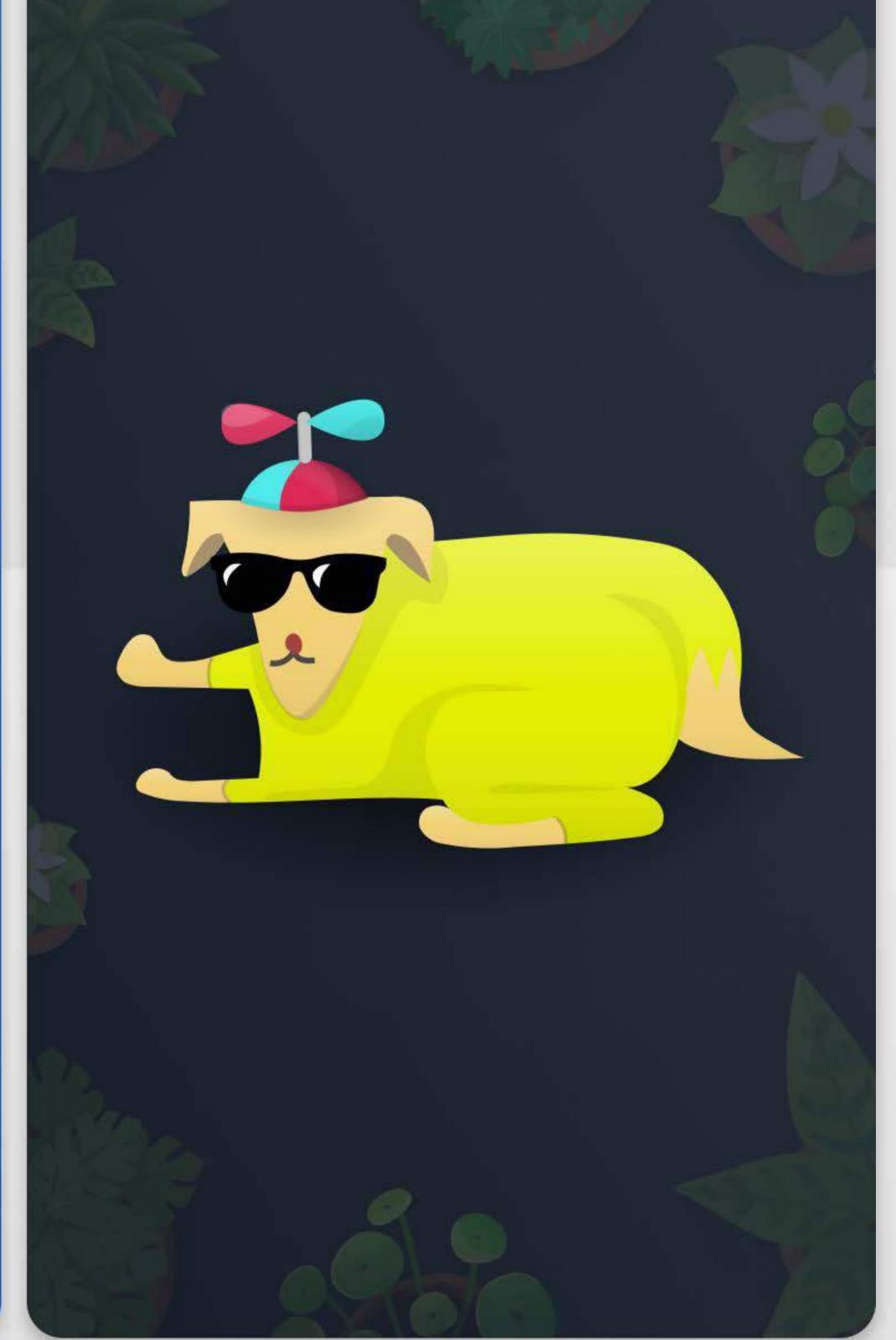


Photoshop After Effects









Further Reading



FWI Media

Video Production









Premier After Effects Photoshop Illustrator





Memora

Everlasting Digital Legacy













My Artwork

Digital & Physical Art Collection









PanDen

Metaverse Prototype (2018)















LINK P

Jake Phipps Ltd.

High-End Furniture Design















Tŷ'r Mynydd

3D Rendering & Traditional Renovation





Sketchup Carpintery





Owenpickering.com

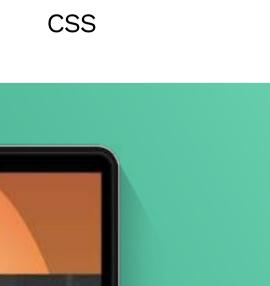
Experiential Web Design & Development













NUCreate

Typeface Design





Illustrator Photoshop



RaceldCoach

COMMERCIAL APP UI & UX

Al-Powered Training Program.

At RaceID, our mission was to revolutionise the racing experience with an all-encompassing platform that seamlessly caters to racers' needs, from race discovery and personalised training to insightful performance analytics.

Building upon our existing services, we teamed up with a cutting-edge AI Training Program building service to craft a training solution that adapts to each racer's unique journey.

I lead the research and design of Coach, now in an exclusive closed beta phase.





The Problem:

Training Plans Suck



Not tailored to your body

"I received a generic training plan that didn't consider my fitness level."

An Interviewee



Not updating to match changes

"When I am injured or sick, my whole plan becomes irrelevant because it doesn't change"

An Interviewee



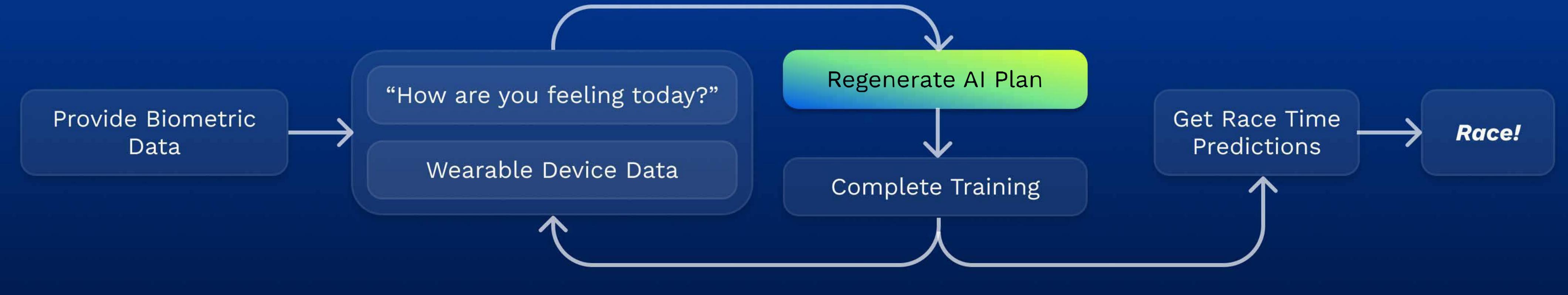
Not providing insights

"I would love to know my estimated race time so that I can beat my PB"

An Interviewee

Can we leverage AI to create agile plans?

We devised a strategy to build the UX for our partner's world-class AI training plan generator.



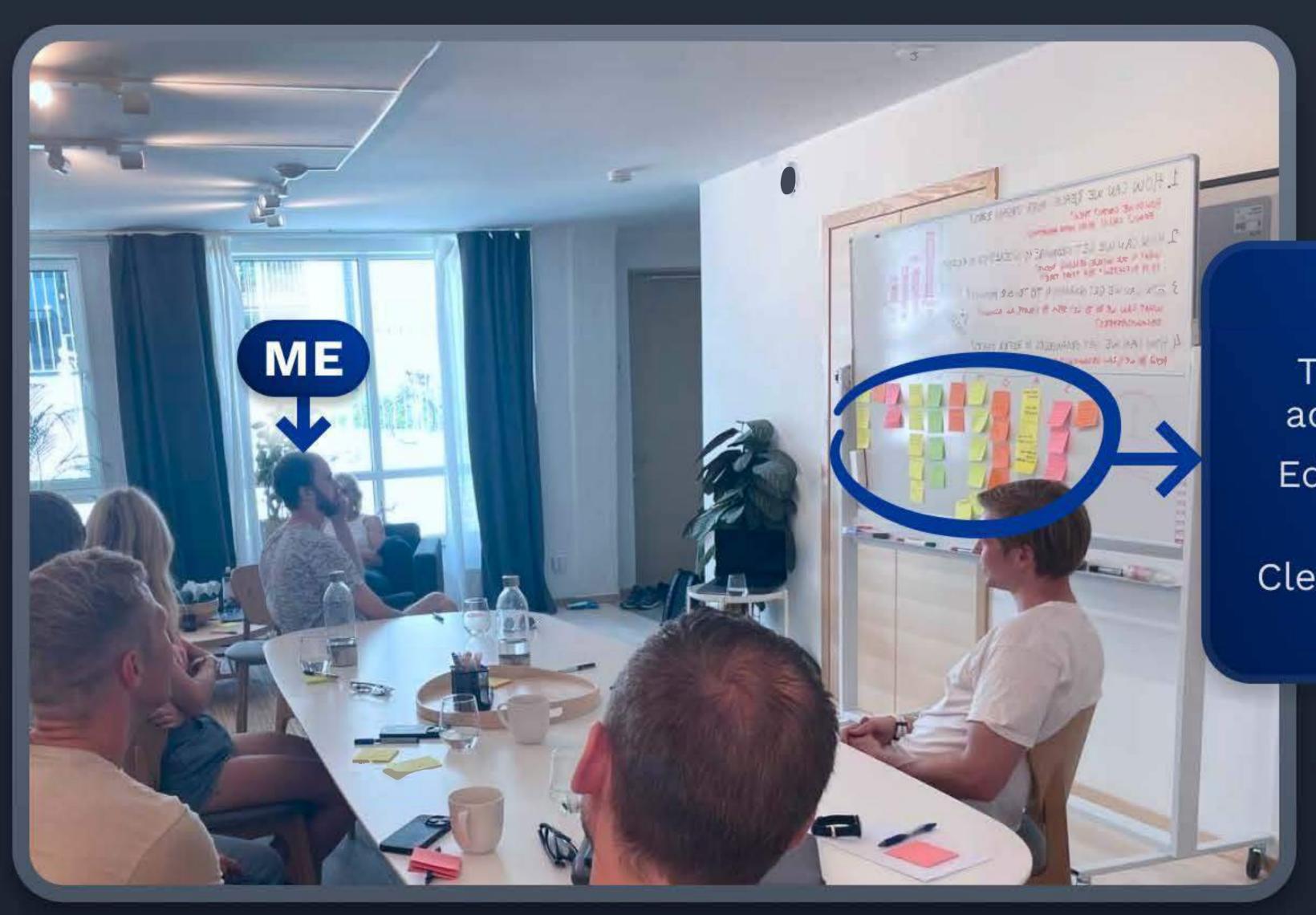
Workshop Time

Project Scope

Through an energetic Crazy Eights session with key stakeholders, including accomplished athletes, I identified distinctive USPs that could set Coach apart.

Design Direction

To channel the vision, I held a series of iterative Figjam sessions to map out a comprehensive UX direction.

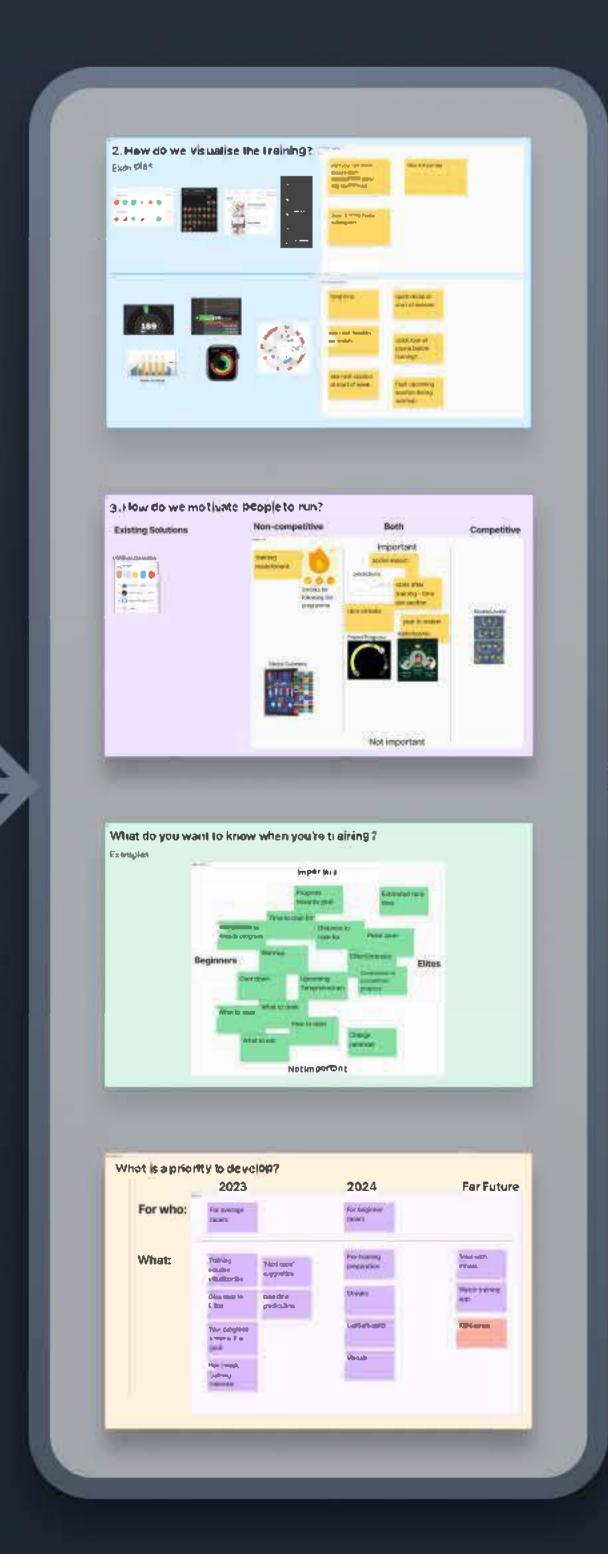


Coach' USPs:

Training plans that adapt to race goals.

Education on how to train well.

Clear, visually engaging training data.



How to Enhance Motivation

Training Streaks
Race Time Predictions
Daily Engagement

How to Enhance Comprehension

Visualise Session Training Load
Visualise Trajectory
Integrate Education

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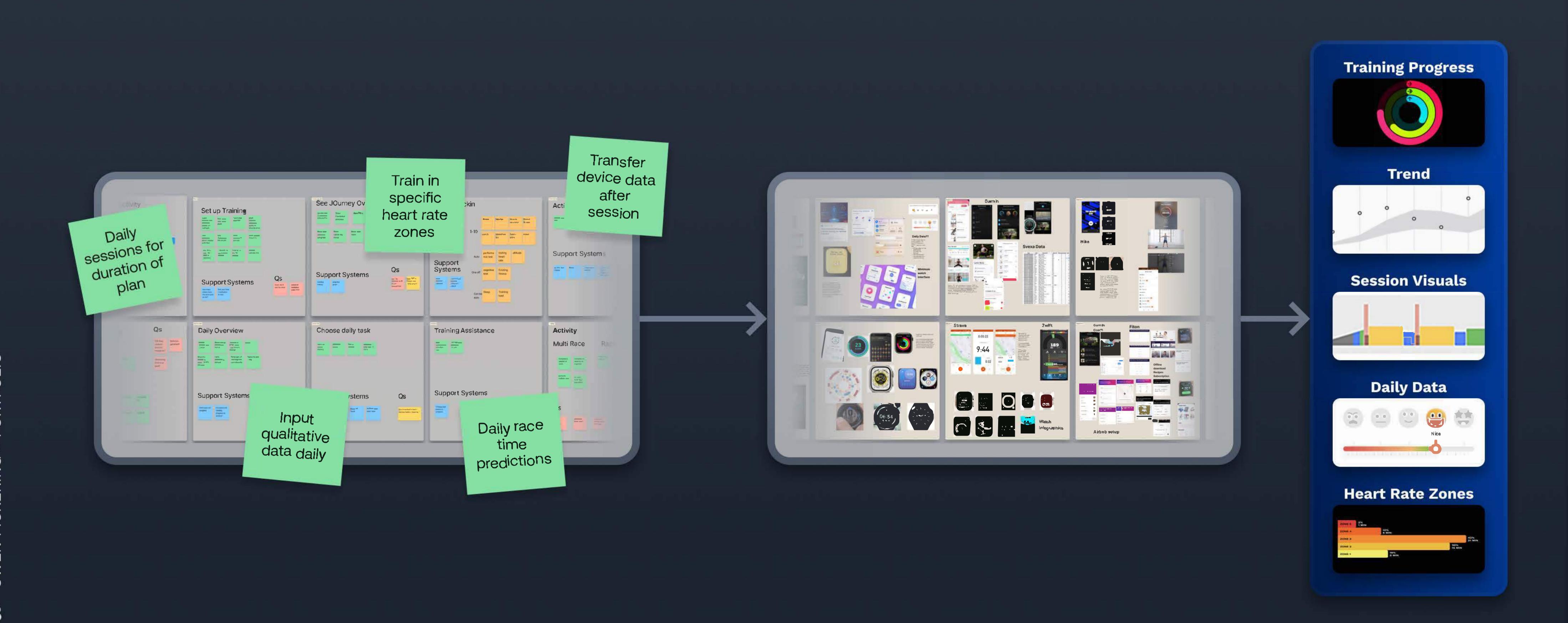
Design Exploration

Requirement Mapping

Given the intricate demands of the AI, I mapped out the system requirements and limitations to get a clear understanding of the project scope.

Holistic Market Insight

Drawing from a diverse array of sources, I undertook a market research within the limits of the project requirements to draw on best practices.



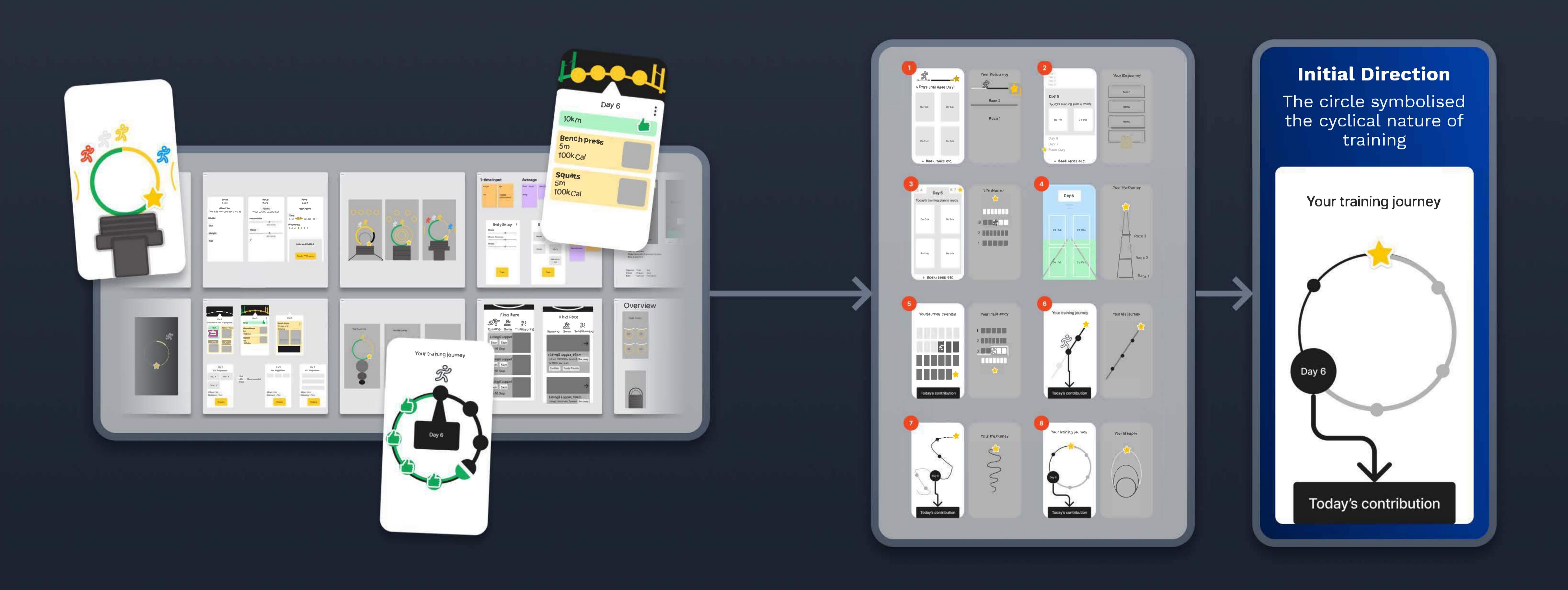
Ideation

Catalytic Brainstorms

With a broad understanding of the market and the project requirements, I created rough designs in FigJam of the potential UX direction.

Visual Foundations

Narrowing down the options, I decided on an initial direction of what the fundamental visual metaphor could be.



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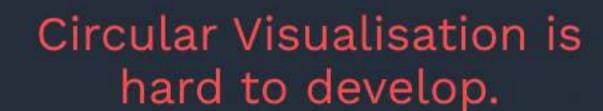
Iteration

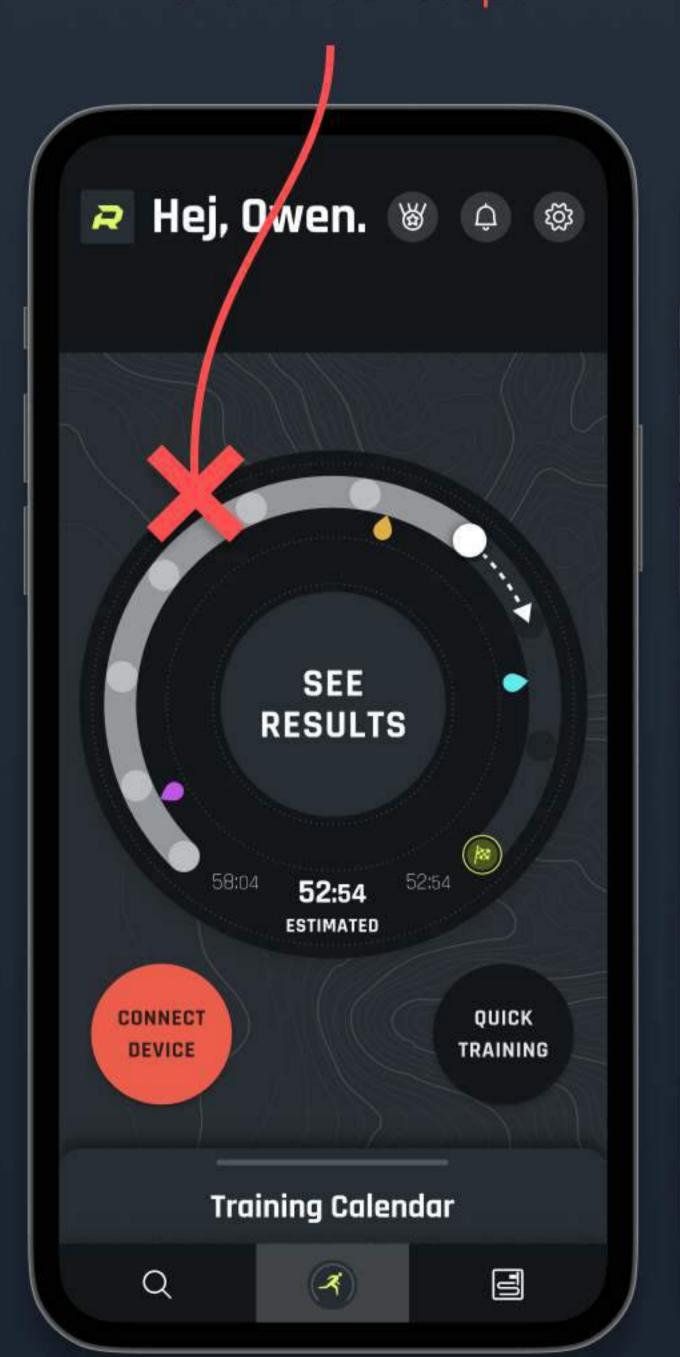
Initial Prototype

Utilising pre-rebrand components, I constructed an initial prototype for user testing, which revealed some crucial insights.

UI Enhancements

Aiming to present masses of data in an intuitive way, I designed infographics and a colour scale that aligned with the new RaceID identity.





Hold-To-Slide Input is unintuitive.

Checkup

What's affecting your training today?

Hold to set a precise value

Muscle Soreness

444

Energy

Heart Rate

8

R

Injury

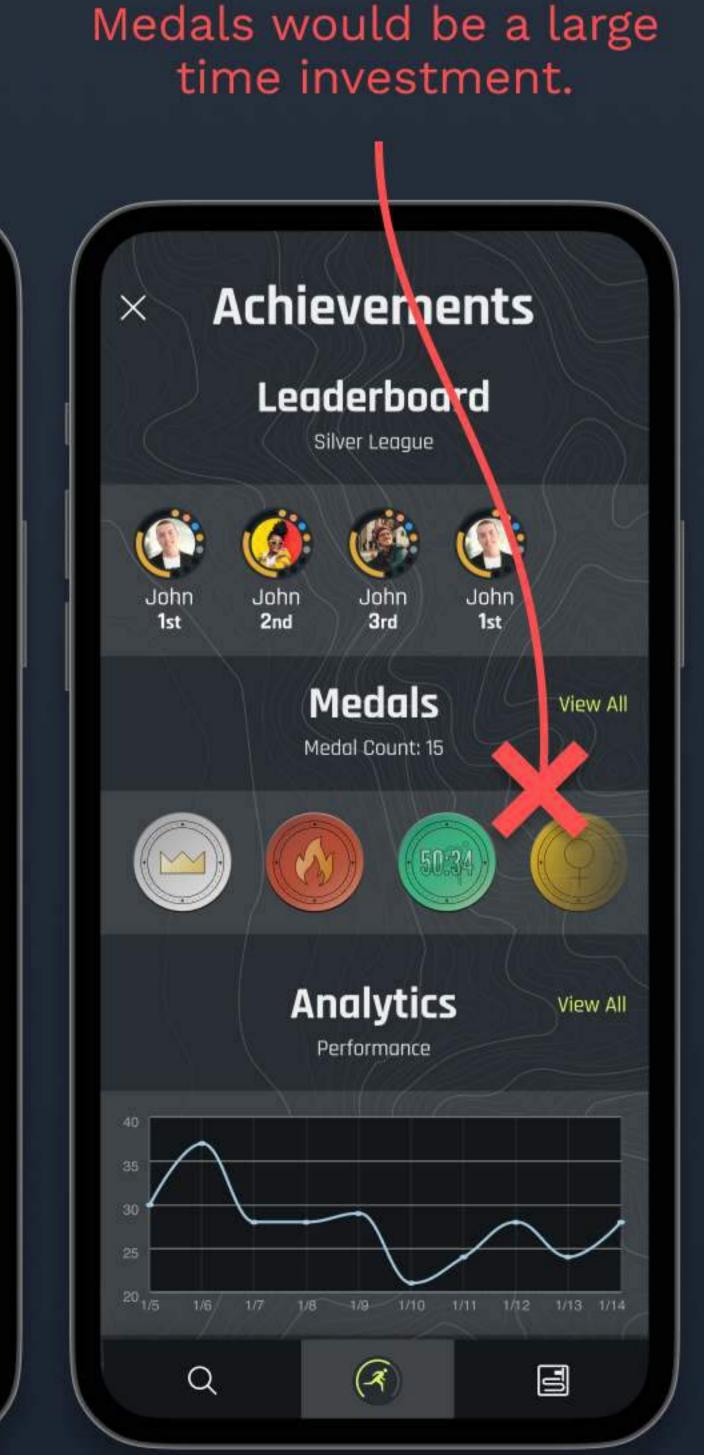
zZ

Sleep

3

Menstruation

CREATE TRAINING



Icon Set

I created icons with clear differentiation to amplify recognition.













Infographics gradient scale for

I conceived a gradient scale for sliders, graphs, and difficulty indicators, fostering a consistent and intuitive visual language.



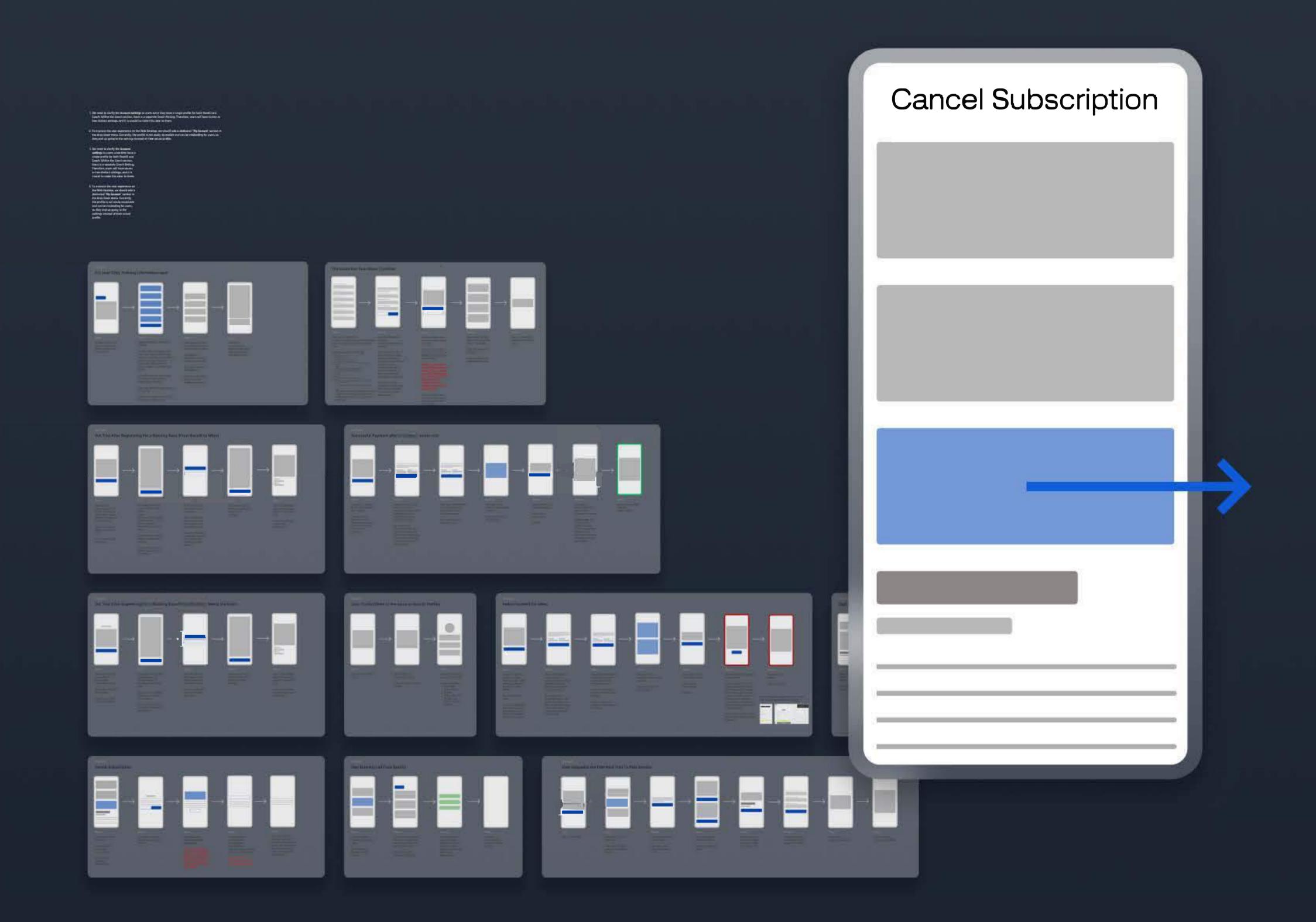
Analysing User Experience

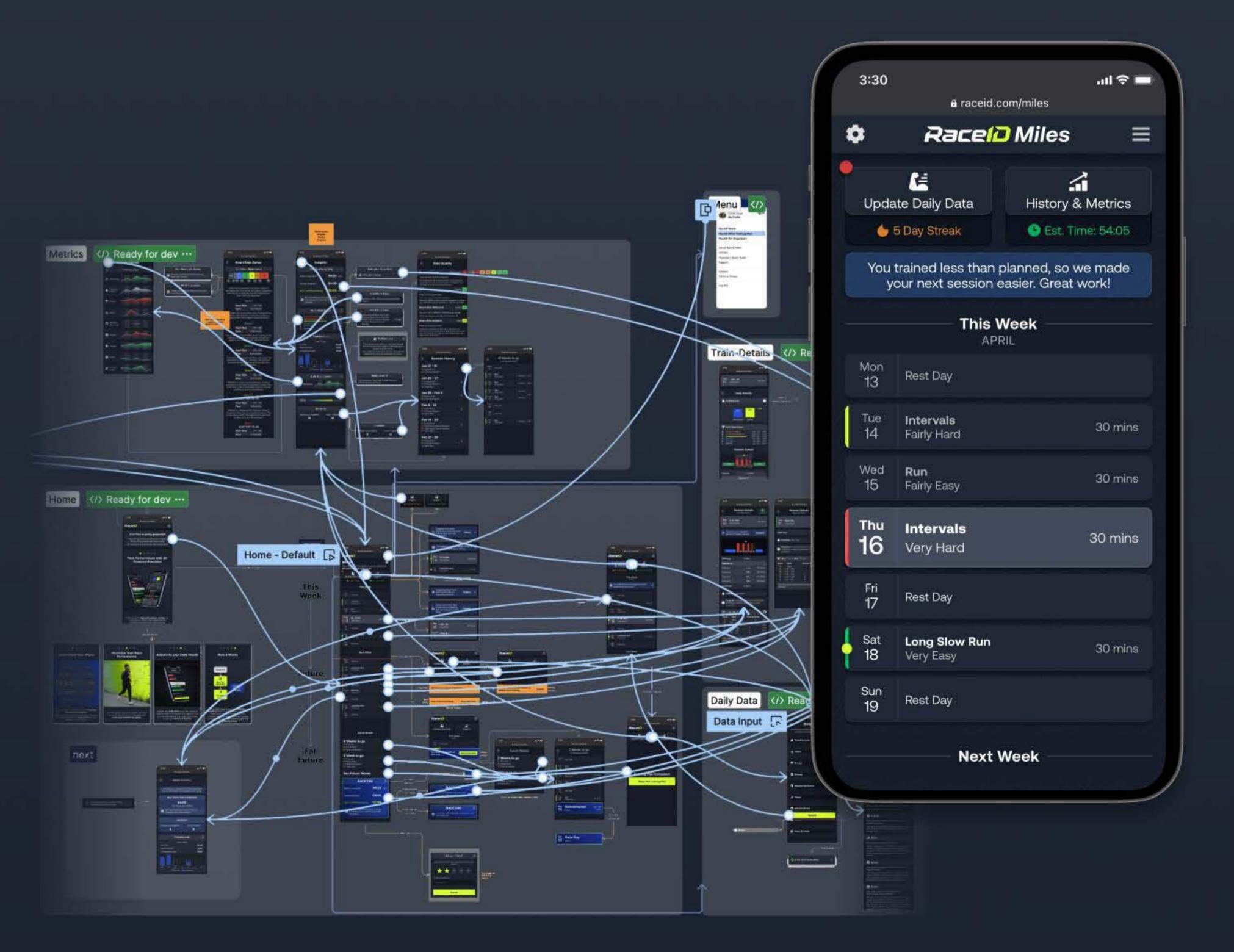
User Journey Maps

Mapping out user flows revealed the intricate user interactions within the broader project, and gave our developers an understanding of my design decisions.

Final Prototype

I built a comprehensive final prototype in Figma, complete with interactive components and animations, which provided many UI and UX insights when tested on real devices.





Logic Blueprints

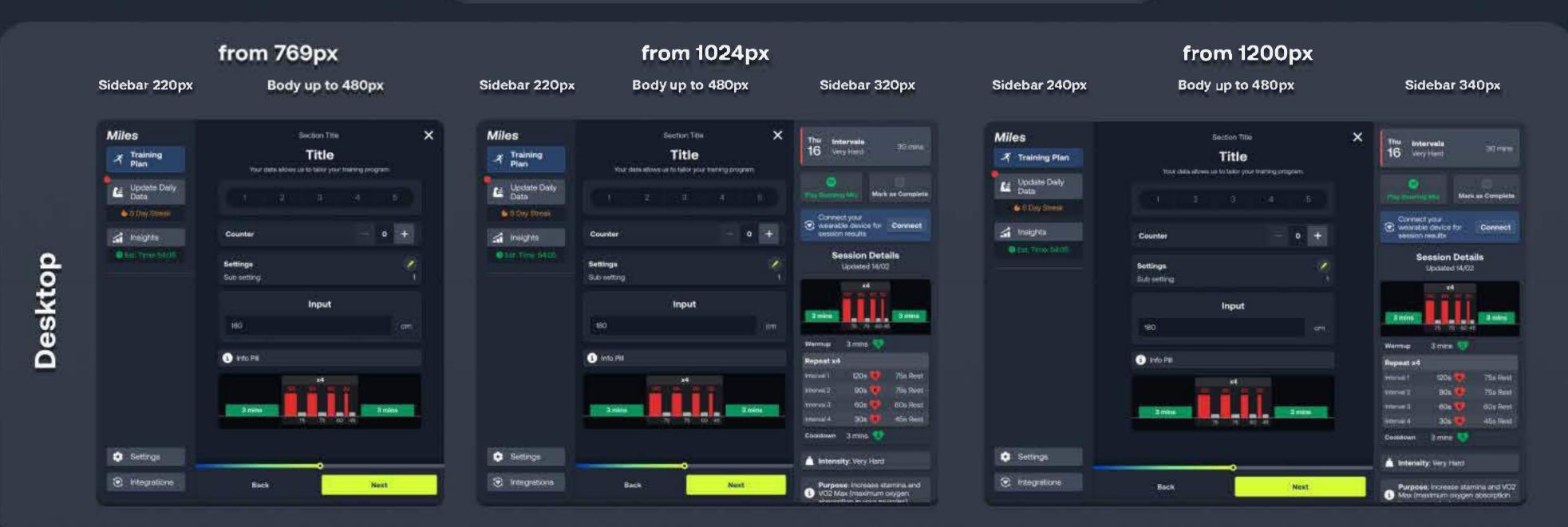
Responsive Design

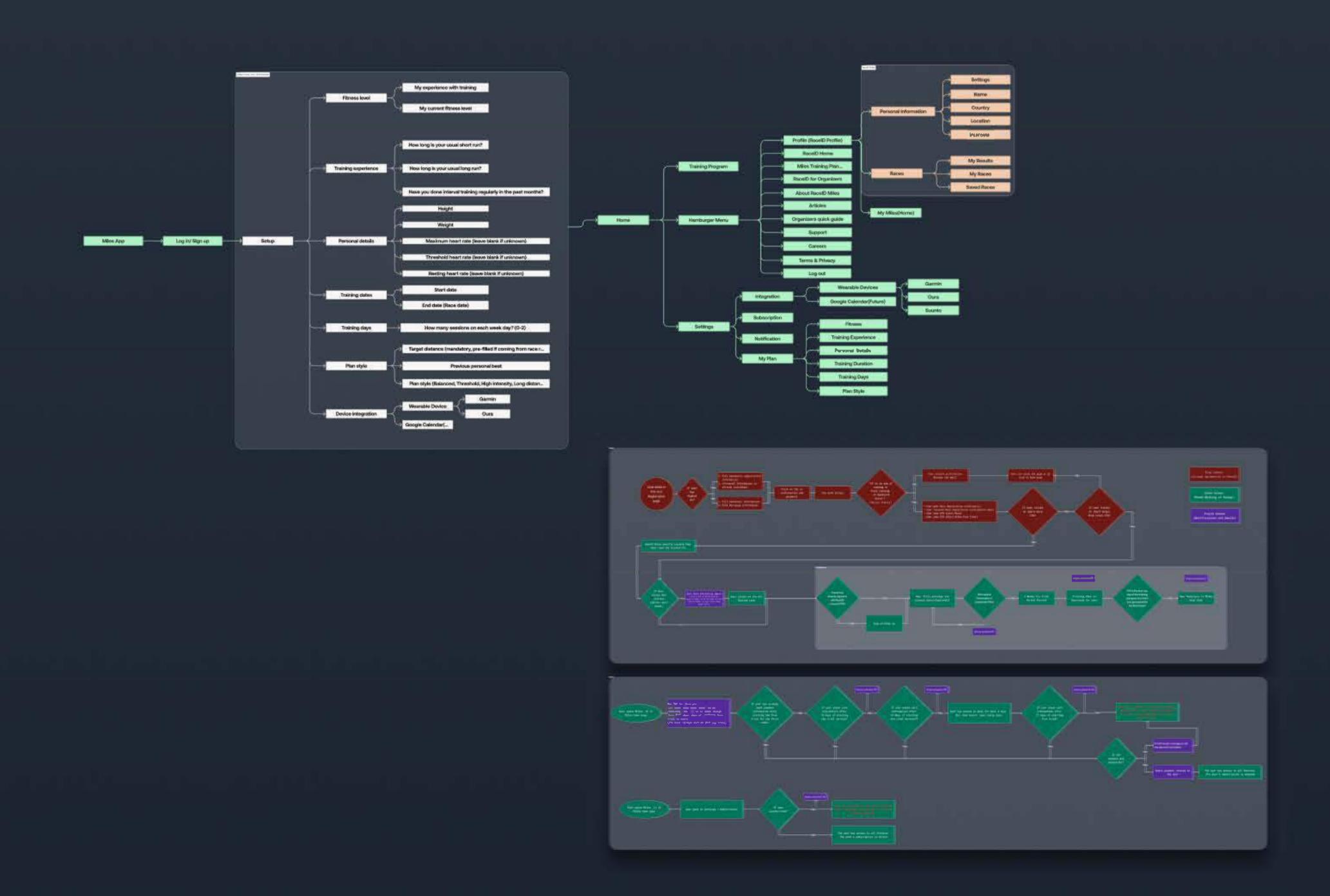
For our product to be used in multiple platforms, I built responsive components that worked for all device breakpoints, which enabled efficient scalability and testing.

Sitemap & Flowchart

Intricately mapping the conditional logic, such as notifications and form fields, provided a precise reference for developers to structure the backend infrastructure efficiently.

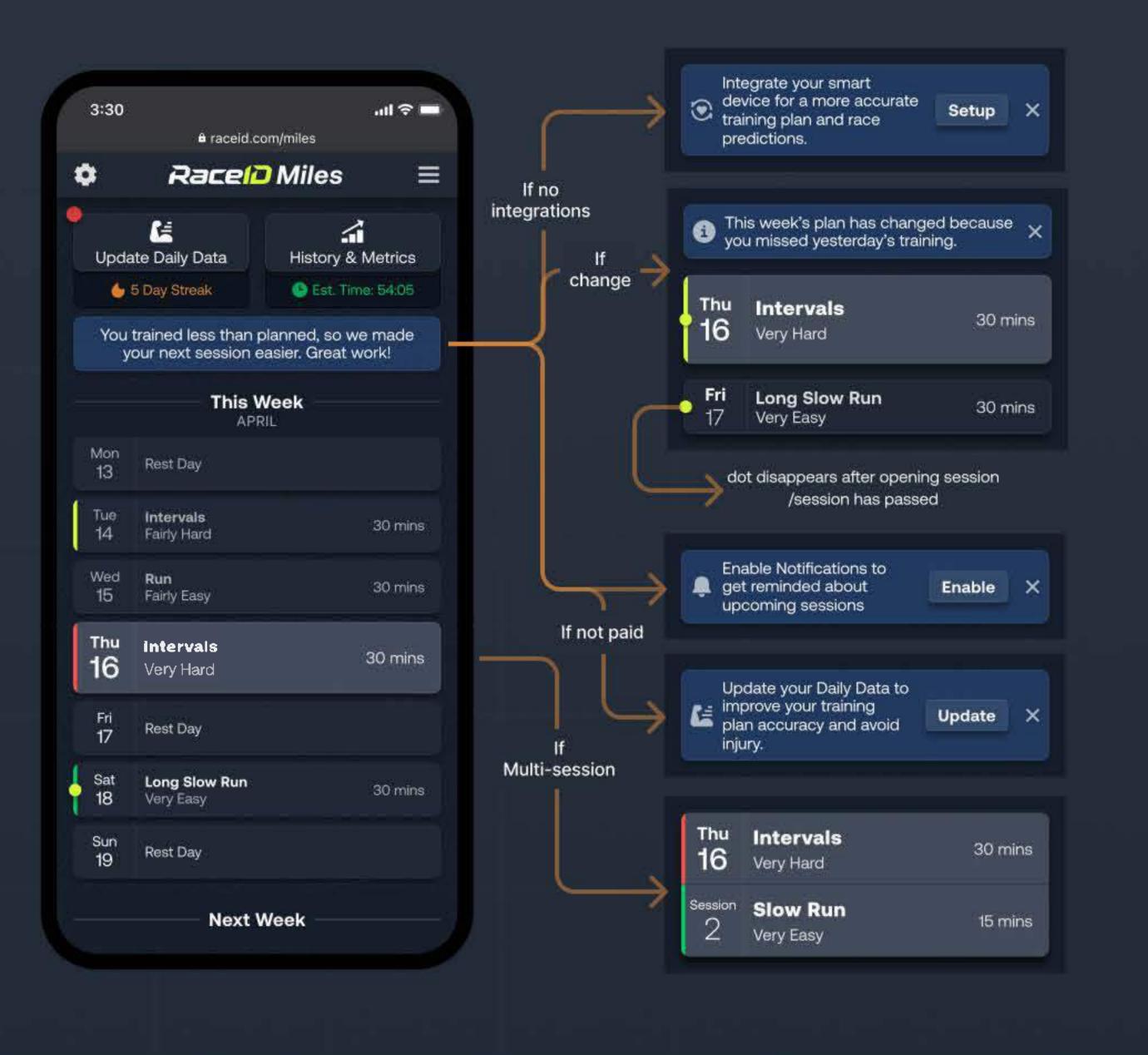






A Handy Handoff

Through meticulous annotation, I facilitated a frictionless handoff, which was imperative for our small development team to work effectively under our tight time constraints.







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RaceD Timing

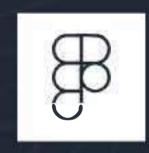
COMMERCIAL APP UI & UX

Elevating The Timing Experience

The RaceID Timing App, a pillar for the company's success, required rebuilding after five fruitful years due to mounting issues with the system architecture.

This was the perfect opportunity to breathe new life into the app by addressing feedback that we had amassed over the years.

Embracing this challenge, I lead this project over a span of six months to create a streamlined experience for managing races.







Figma

Illustrator After Effects

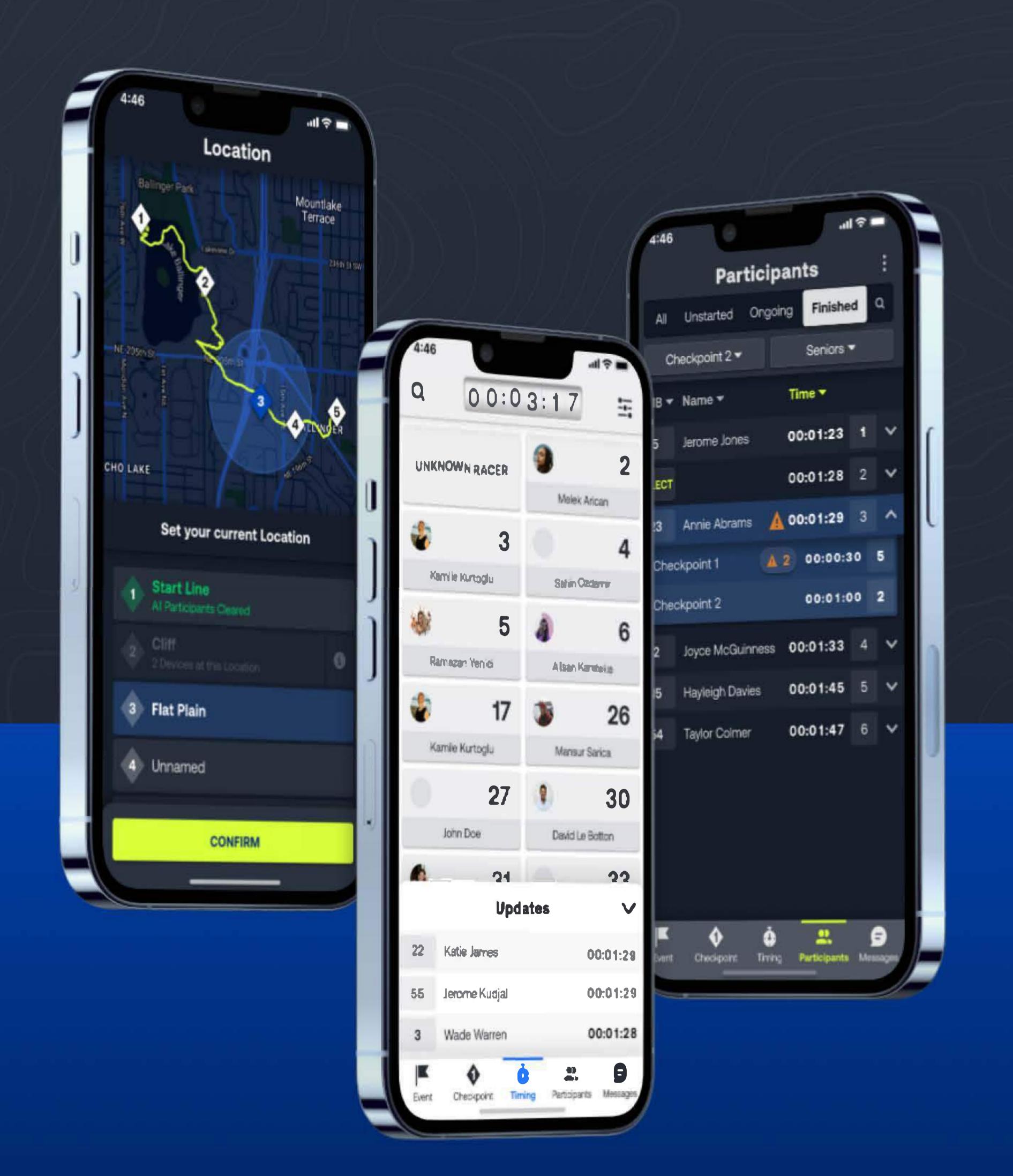
App Success:

"RaceID Timing proved to be an outstanding tool for our event."

PADL Festival Arbon, Switzerland

"The Timing App fulfils our needs in a simple and smooth way!"

Järv Äventyr, Sweden



An Ageing App

Our existing Race Timing App was hampered by a range of issues that inhibited seamless race management. From the feedback derived from user interactions, it was difficult to use and lacked some key features.



Too bright at night

During night time races, the screen was blinding, and used too much battery.



Confusing Navigation

New users found it difficult to navigate the app, especially during fast-paced races.



Hard to fix errors

Recording the wrong racer, and using multiple devices, created wrong results that needed fixing.



Outdated UI

The interface felt jaded and inconsistent, making it seem unreliable.



Time for an Upgrade

In November 2022 our team embarked on the ambitious journey of reimagining the RaceID Timing App, necessitating an innovative UX approach.



New Dark Mode



New Navigation



New Tools



New Brand

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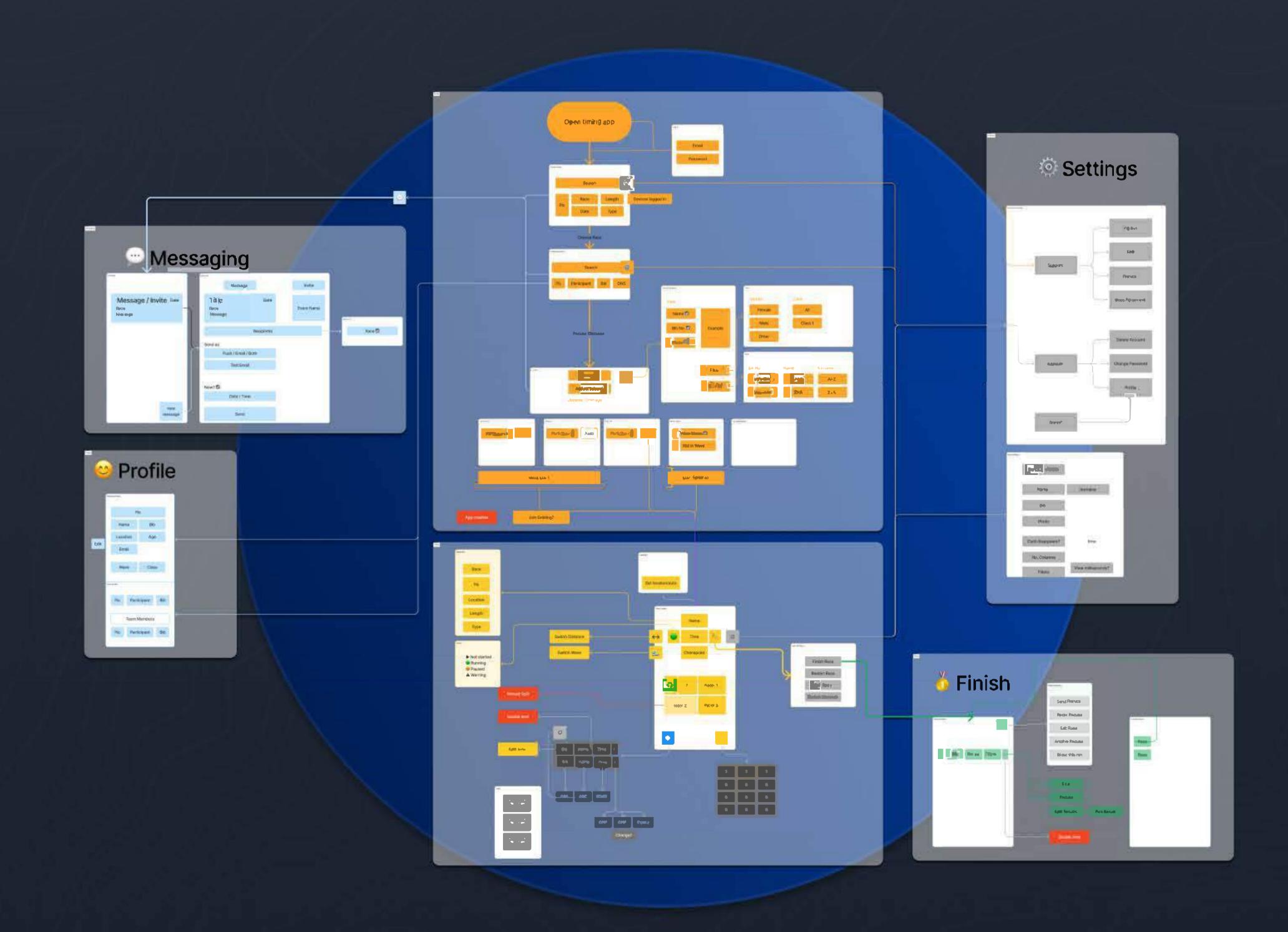
Race Research

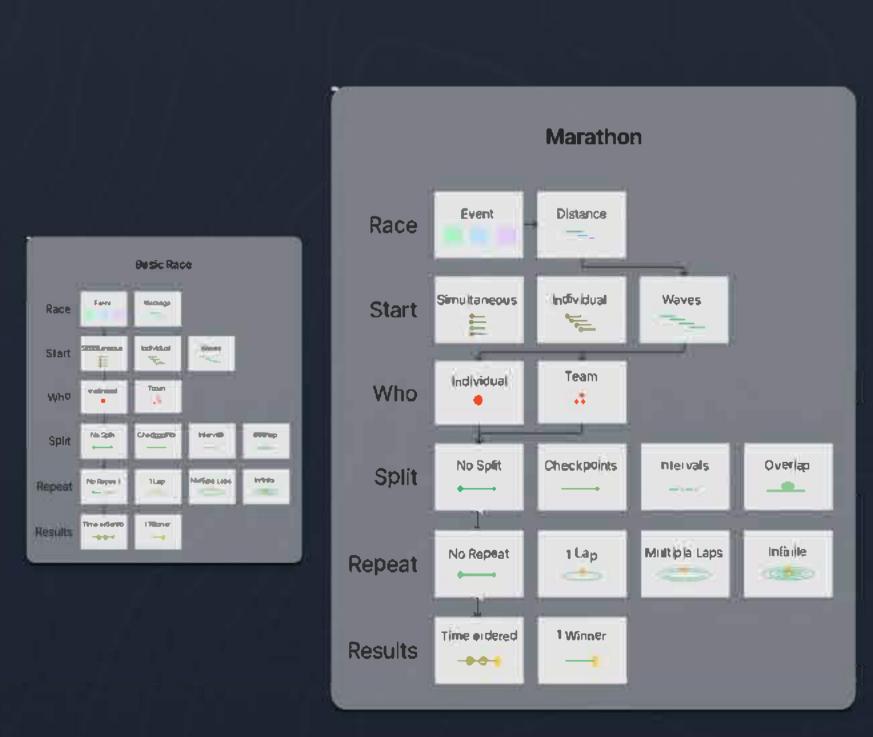
UX Flowchart

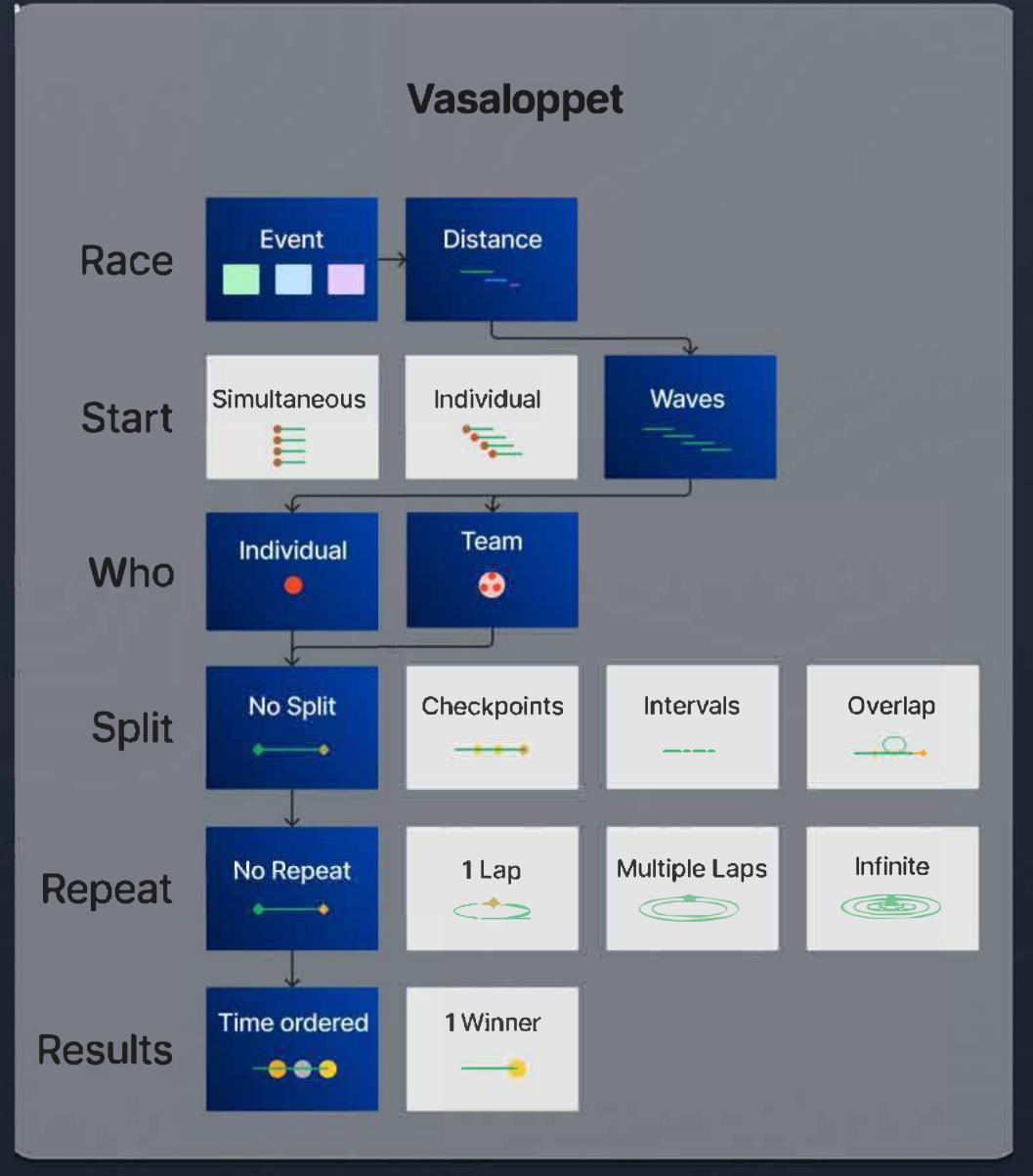
Through mapping out the existing system logic, it became clear to me that the UX would have to be both highly functional and intuitive to use during high-stress situations.

Race Segmentation

Since many users would be first-timers, it was important to begin by understanding how races were categorised, so that this distinction could be made clear in-app.







OWEN PICKERING - PORTFOLI

Ul Direction

Visual clarity of the information was essential. By reducing visual noise through months of iteration, I ensured that Timing Assistants would not be overwhelmed on race day.

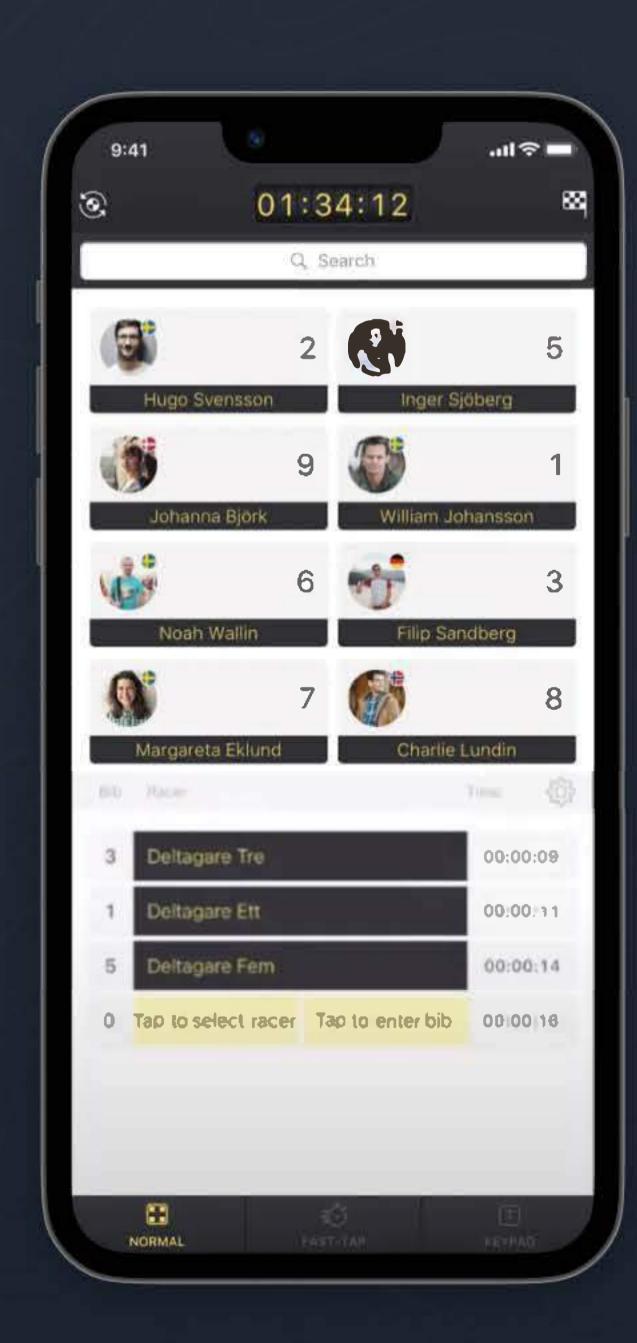
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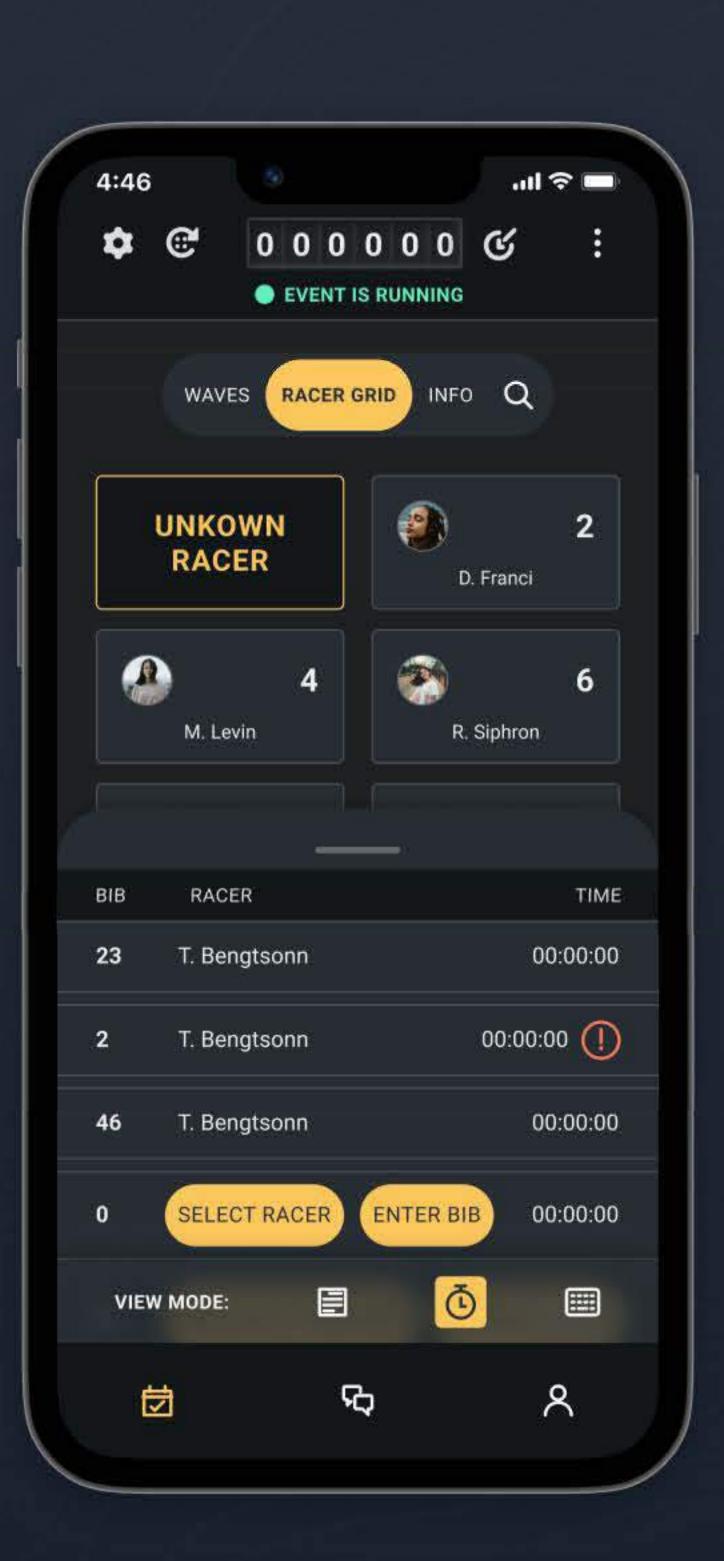
Interactions unclear
Multilayer menus
Cluttered UI
No race context

2

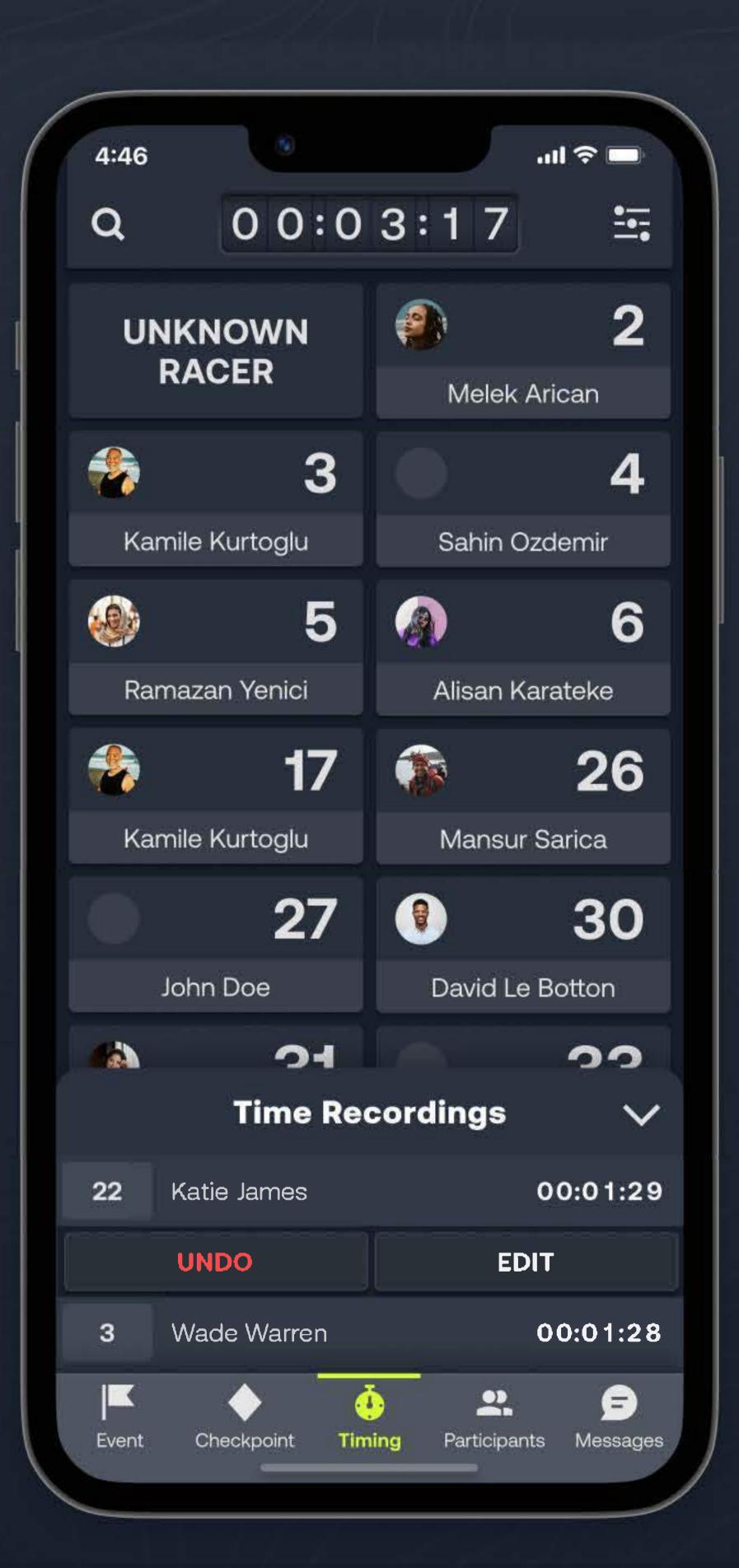
Inefficient use of space Multilayer menus Unfamiliar UI elements 3

3D effect feels retro Unfamiliar UI elements 4 Final UI Design







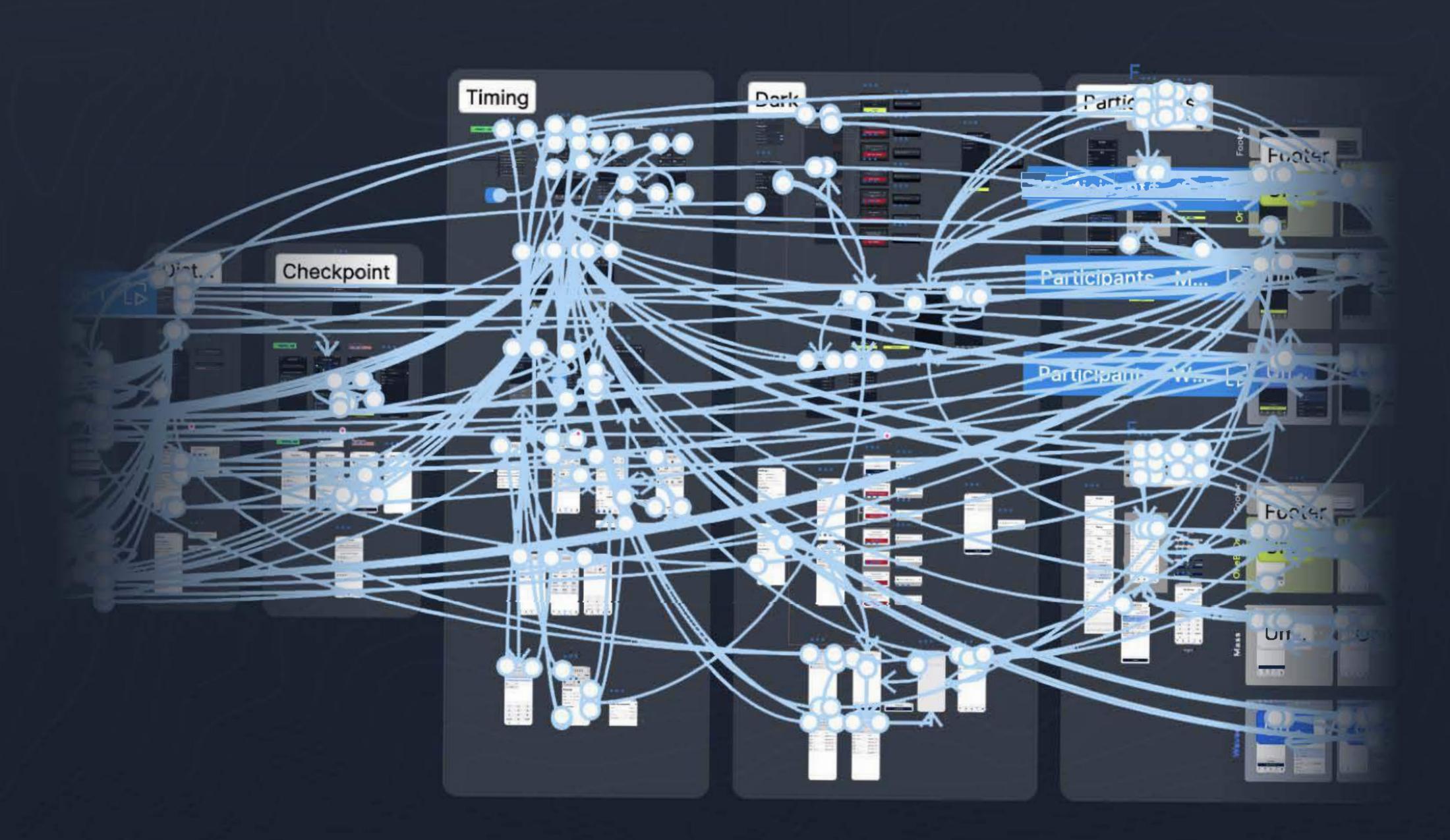


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Prototyping

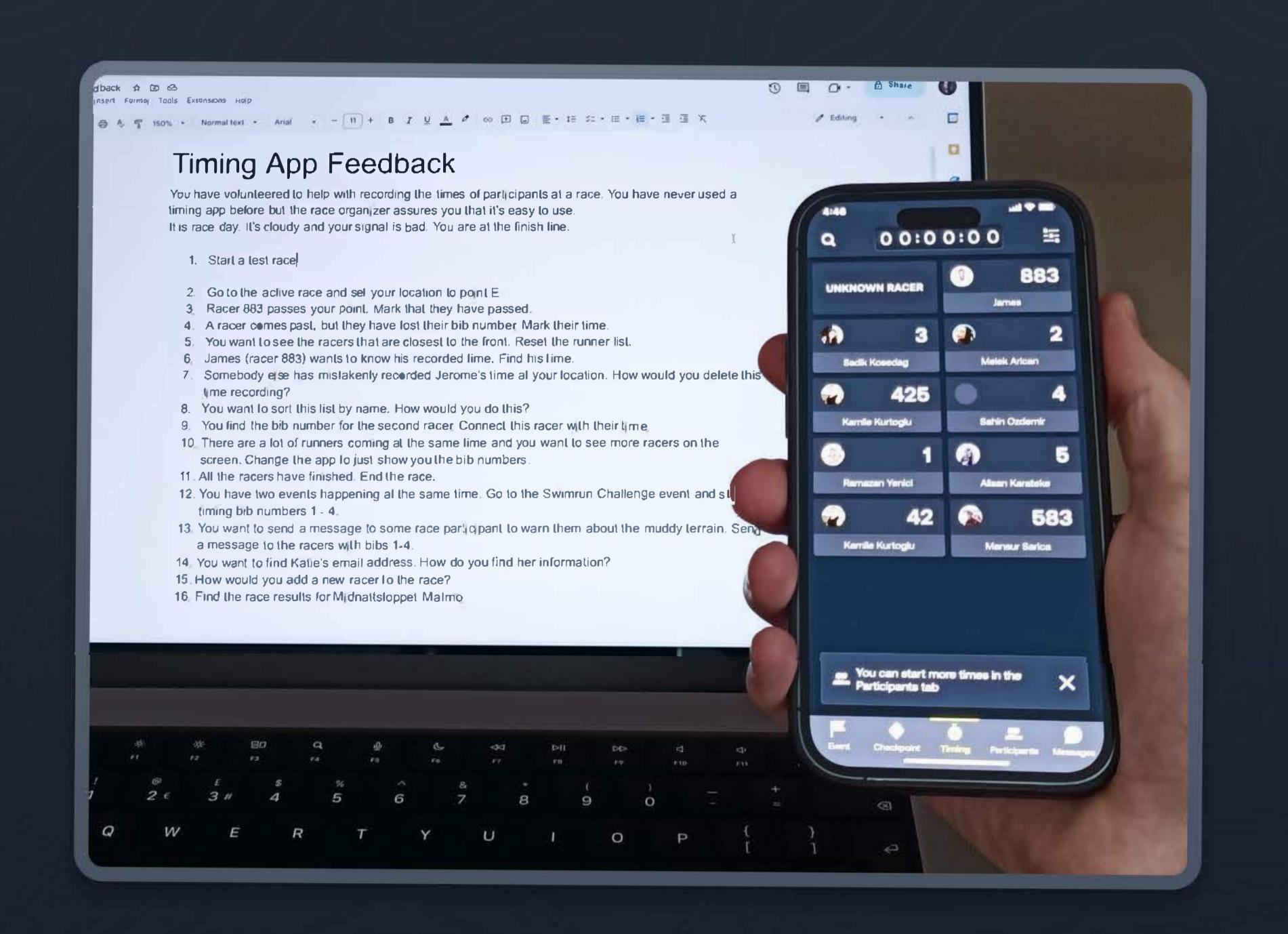
Into the Spiderverse

To collect useful user feedback, I crafted an intricate prototype, showcasing fluid animations between screens and component states.



User Feedback

I held four rounds of research with first-time users, with race-day instructions covering every app function, which allowed me to effectively address user pain points.



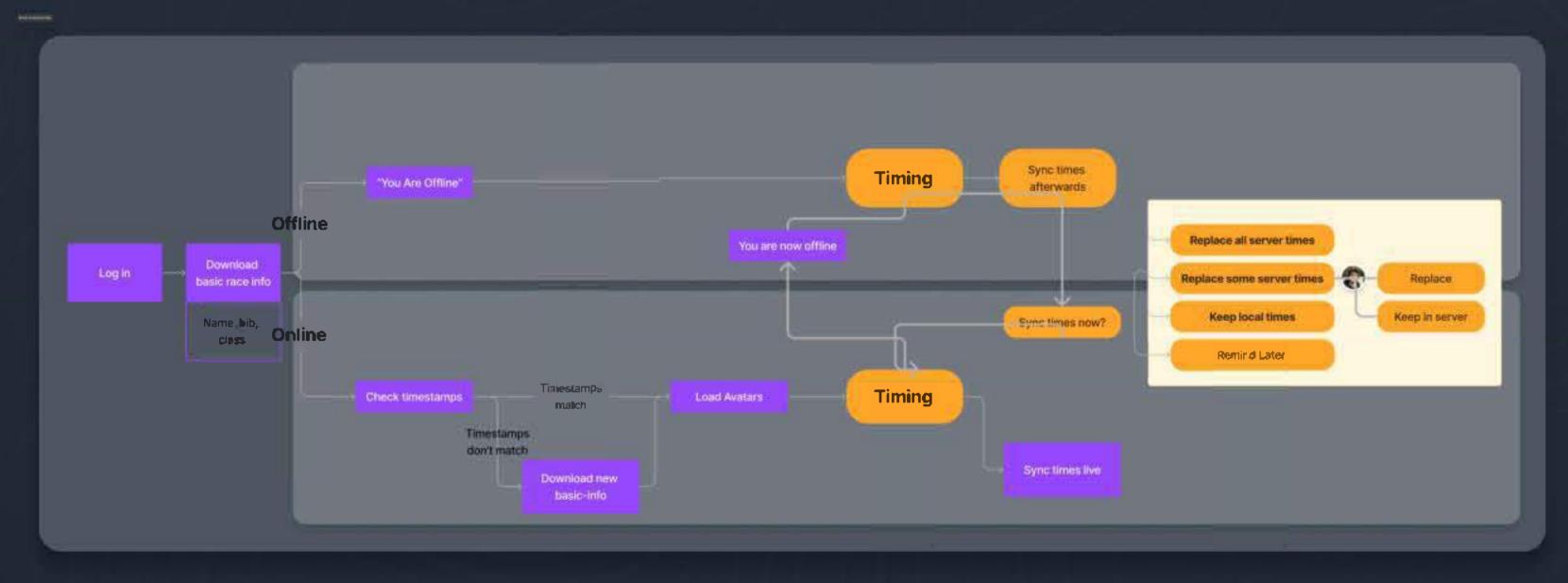
The Final Stretch

Conflict Resolution

I worked with several race organisers to address all edge-cases, such as issues arising from multiple session and poor signal, ensuring that they could be resolved in situ.

Real-World Testing

By arranging rigorous stress tests with race organisers and first-time users, many bugs and UX issues were successfully resolved before launch.

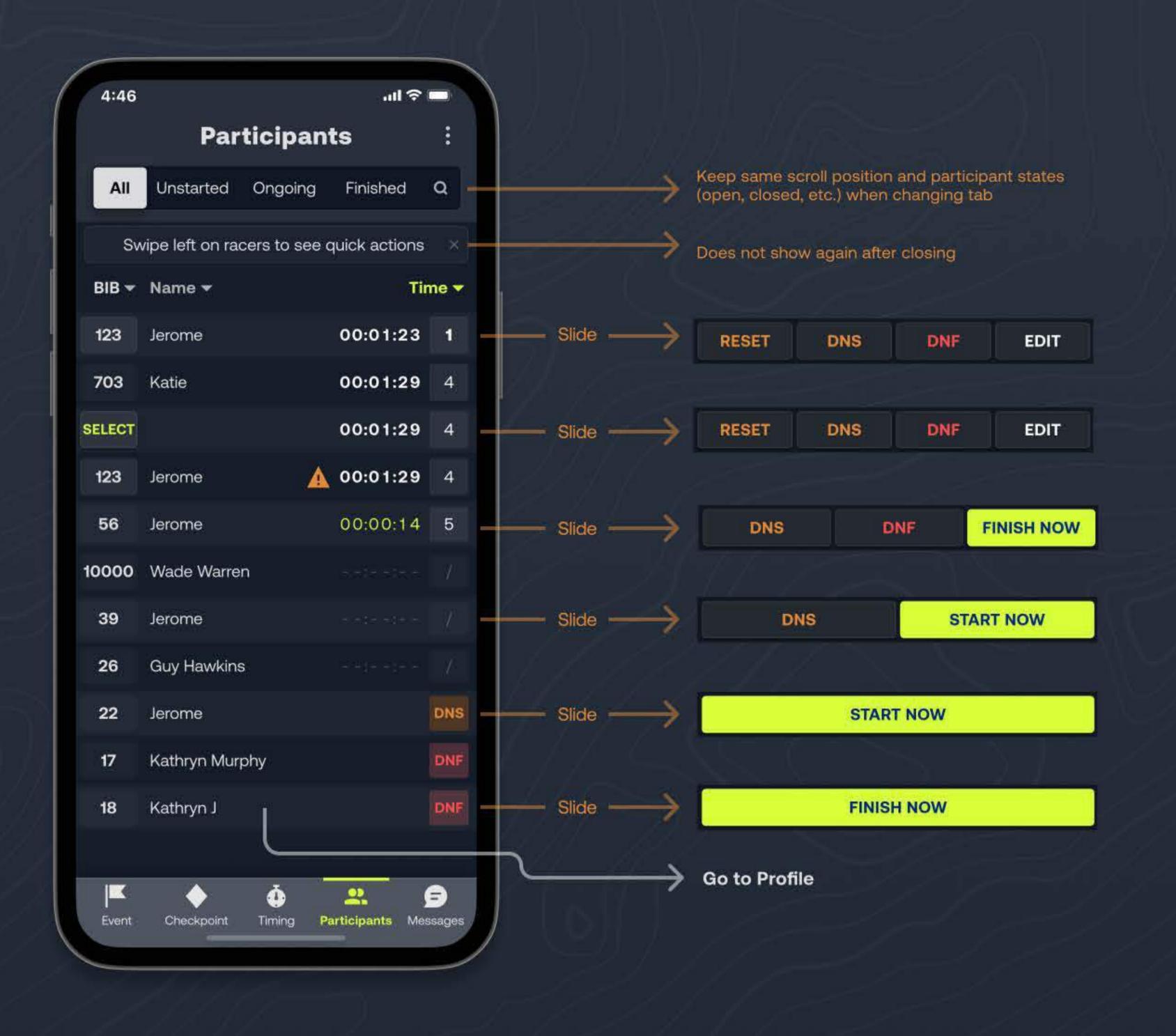


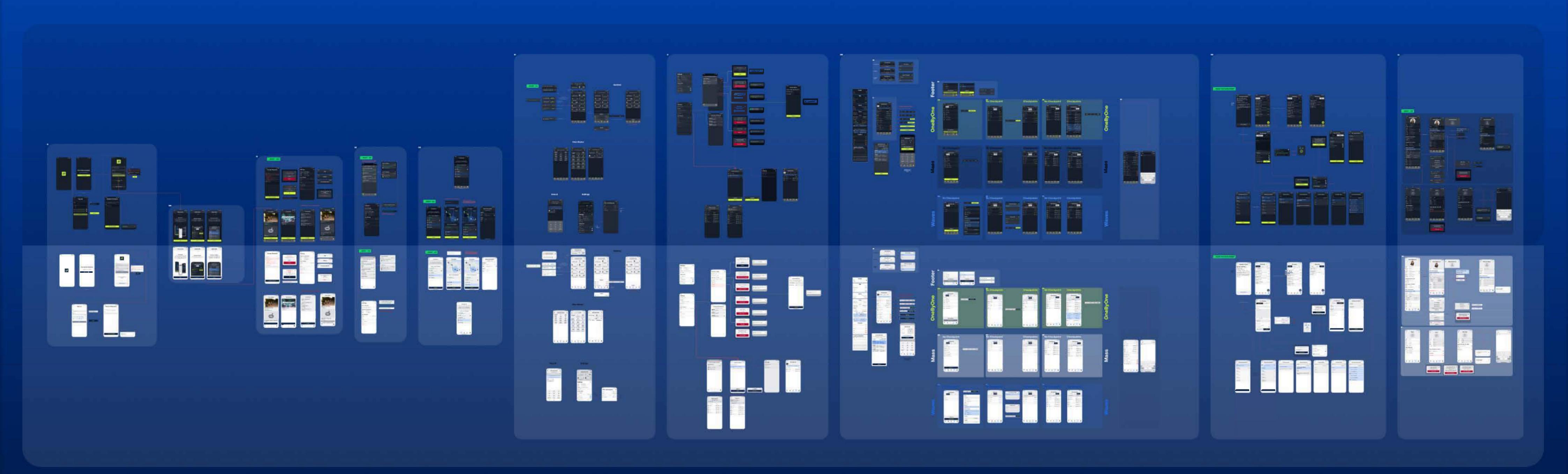
Scenarios	Record Time (offline)	Resolve Single	Resolve 1 Session	Resolve Many Sessions	Resolve Checkpoint	Resolve Distance
Alert	9 +00:00:00 =	Participation is a series of the series of t		Terms Street X	• **** × • ***** *	:=- =:
Action		The party is a second as a party is a second as a party is a second as a party is a part	Bearing History Faritispants Session Settings X Annual Control Con	Persicipants Settings Settings Settings Settings Settings Settings Senior Senio	Participants Pa	
Confirm	D OTHER ASSAULT OF THE BOTTOM ASSAULT OF THE	• ———— X	Fernal History		* ************************************	



402 Screens Later

Over an intensive 6-month period, I meticulously iterated the designs alongside our development team, annotating the handover to clarify component states and user interactions.





RaceDRebrand

FULL BRAND REFRESH

Visualising the Thrill of the Race.

At RaceID, we recognised the necessity to shift our focus to a broader audience instead of exclusively targeting elite racers. I spearheaded a comprehensive brand refresh, encompassing an updated logo, typography, colour scheme, iconography, animations, and voice & tone guidelines.

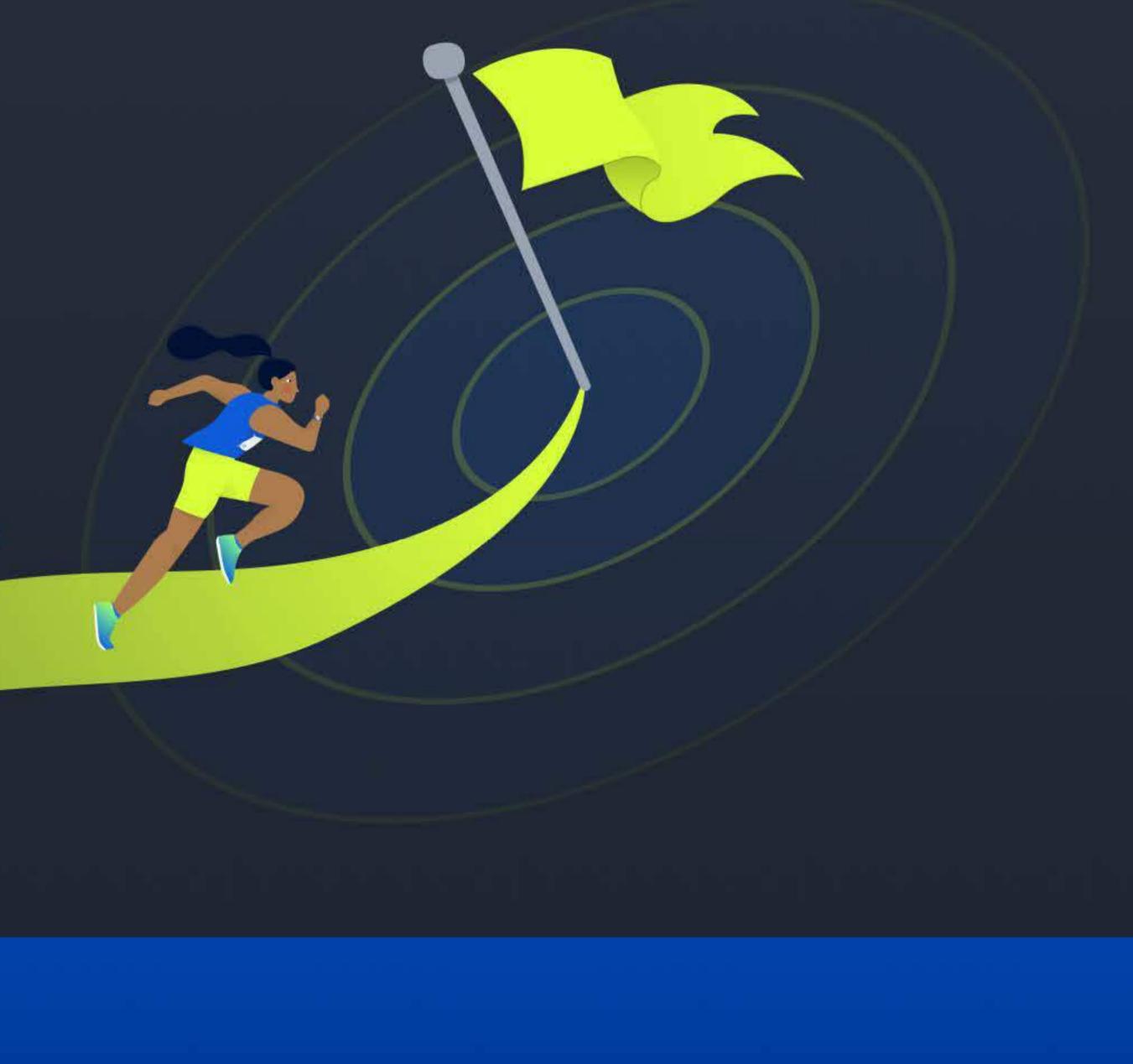
This updated brand infuses RaceID's offerings with enthusiasm and vibrancy, enhancing user experience and broadening our user base.







Photoshop Illustrator



Matching a New Audience

Since the business strategy had changed to focus on the masses, not just the elite, it was time to update the brand to be less exclusive.

More Legible

The old logo was hard to read and was too aggressive.

Less Elite

Earlier designs were elitecentric, not resonating with the masses.

More Energetic

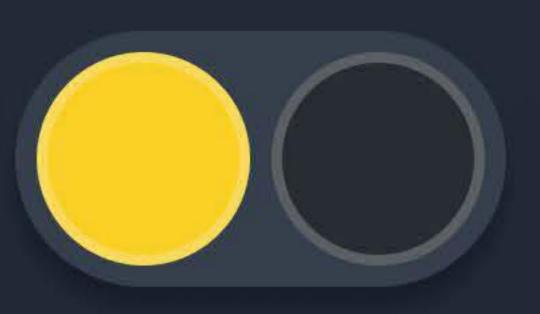
Our earlier colour scheme lacked the desired vigour & athleticism.

More Consistent

Many icon sets were used that needed streamlining.



BE THE BEST

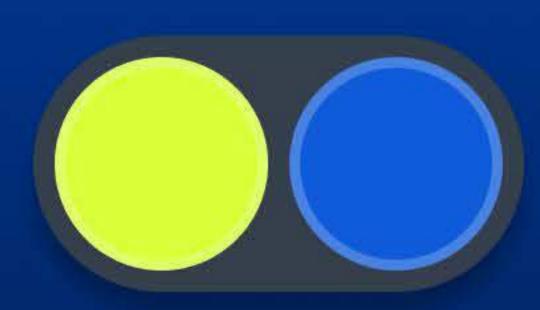








Love the Journey







Recognising our Audiences

For RaceID to appeal to all athletes, it was important to begin by segmenting our audiences to understand their needs.

Through interviews with race organisers, four distinct groups of racers were identified with differing needs.

I then worked to identify the services required to provide each group with a sustainable race journey.

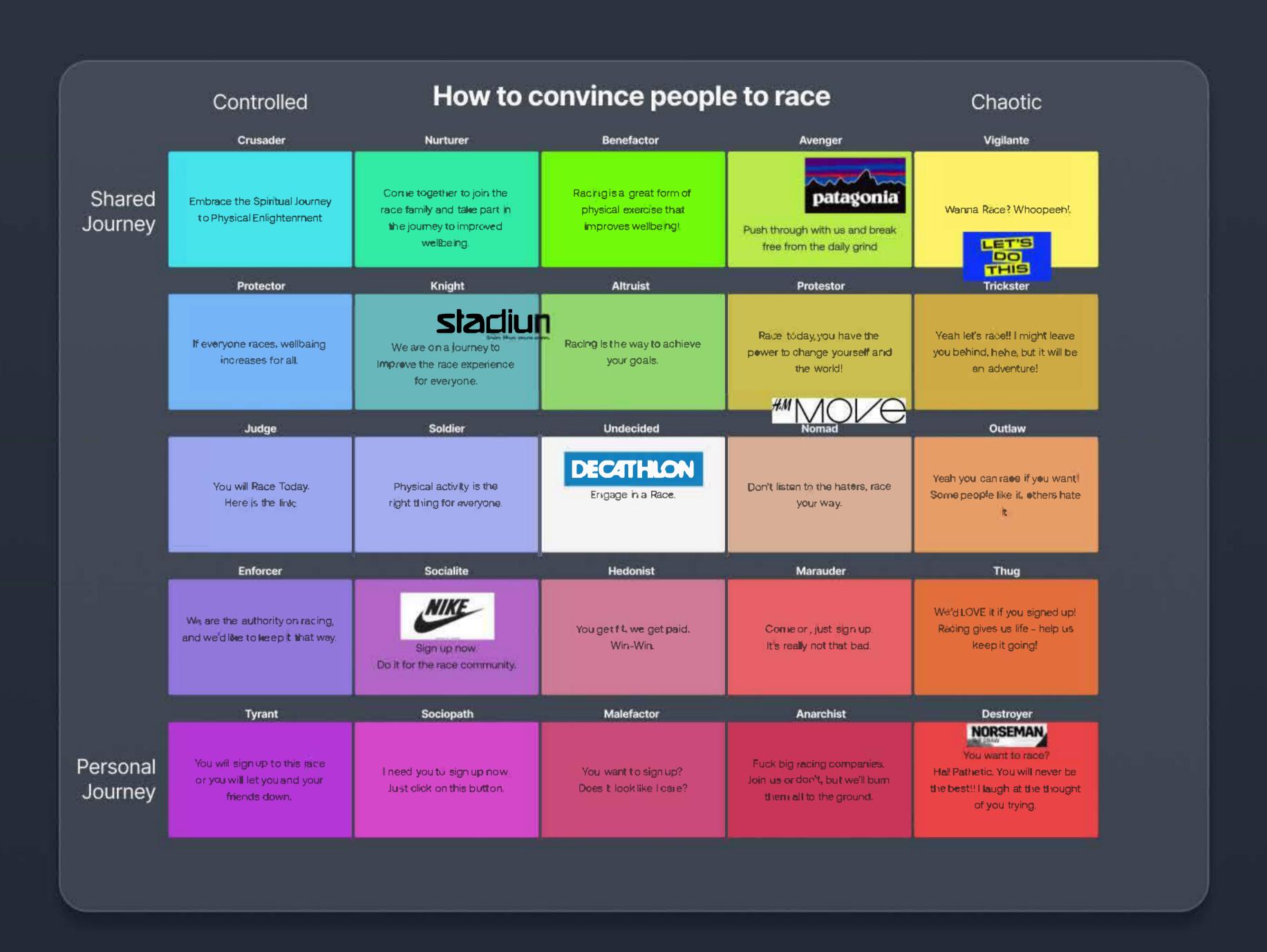


	The Hero	The Enthusiast	The Weekend Adventurer	The Beginner
What will they use?	Organiser Tools Pro Tier Services	Pro Tier Services	Basic Tier Services	Free Tier Services
Value to company	Creating Races Brand Ambassadors	Building Hype	Inviting Friends	Inviting Friends
Product Adoption Stage	Early Adopters	Early Majority	Late Majority	Laggards

Finding our Voice

To find our brand voice, I created an alignment chart that showed how our main CTA would sound in different personalities, and compared it with our competition.

Based on this, it was decided that our voice should be like a motivational, friendly and knowledgable teammate, that can help you reach that next milestone.



Voice & Tone Examples

Is this the year you'll finish a marathon?

It's easy to get started - just sign up!

We'll help you take the next step.

You can't tick that marathon off your bucket list until you register to one!

Pick one at RaceID and join the adventure!

Are you ready to take on a new challenge?

Join us for the Helsingborg Marathon and push yourself to new limits.

400 Logo Iterations

With the original logo being difficult to read and appearing aggressive, it was time for a refresh.

This included modifying letter sizes, connecting loops, adjusting spacing, and rounding corners.

The iconic 'R' underwent a lift, and the alignment was recalibrated to sync with our new typeface.



Raceld RacelD™ RacelD Raceid RaceiD RaceiD RaceID RaceID RaceiD RaceiD Racelli Racelli Racelli Racelli Racelli Racelli Racelli Racelli Raceld Raceld Raceld Raceld Raceld Raceld RACE RACEID RACE" RACEID RACEID Race RACE-ID RACEID RaceID RaceID RacelD Racelo RacelD Racelo Racelo

Colour Scheme

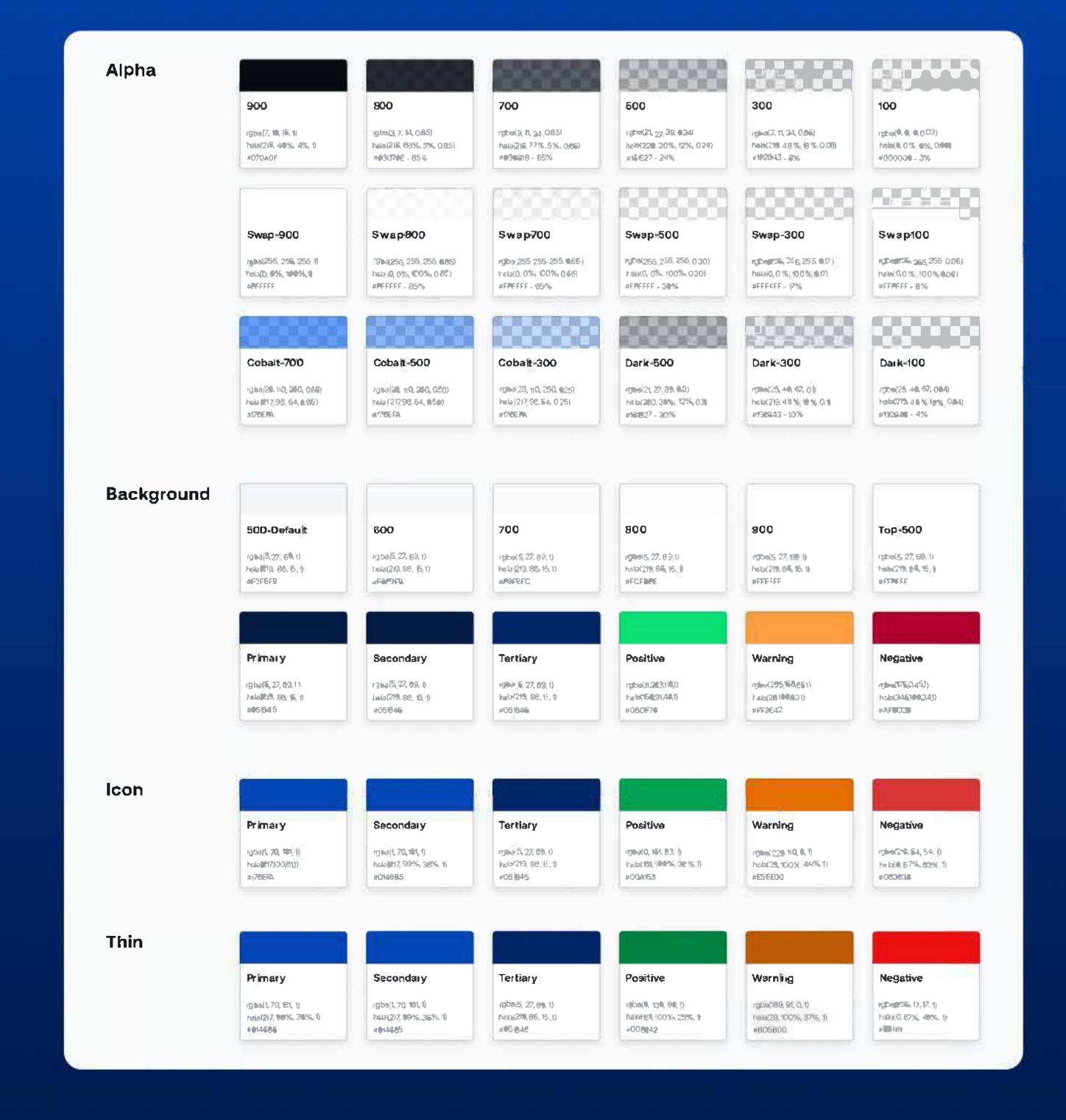
Inspired by the northern lights, representing the thrill of adventuring and grounding the company in its Swedish roots, I created an exhaustive colour palette for UI and marketing.

Opting for both light and dark colour schemes ensured optimal visibility under varied conditions.

The UI scheme allows for clear focus hierarchy regardless of context, and is fully WCAG 2.1 compliant.









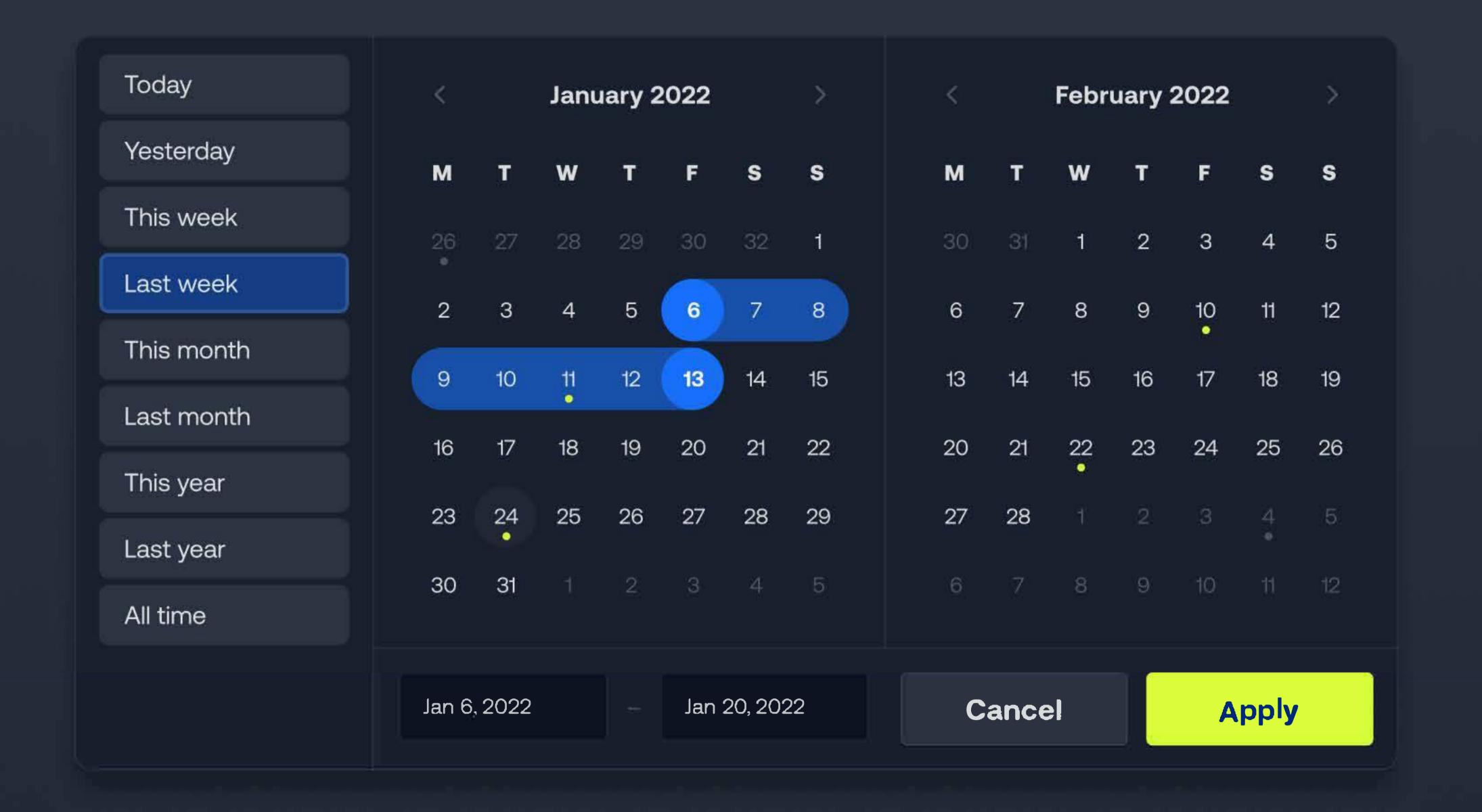
Design System

1500+ Components

Though some design system existed for RaceID, it lacked cohesion and adaptability. Recognising this, I crafted a new system, focusing on speed, flexibility, and uniformity.

Benefits of the new system:

- Unified text and colour styles.
- Fully compatible with Light & Dark modes.
- Flexible sizing using Auto-Layout.
- · Variants for each component state and size.
- Elements can be edited and hidden without breaking the structure.





lconography

Commercial sport icon sets were unsuitable for our new brand, due to their unrealistic body proportions.

Drawing inspiration from the 2012 Olympic pictograms, I devised an energetic, distinguishable set of icons.

Clarity and scalability was ensured through their minimal design and use of geometric elements.







RaceID: Running













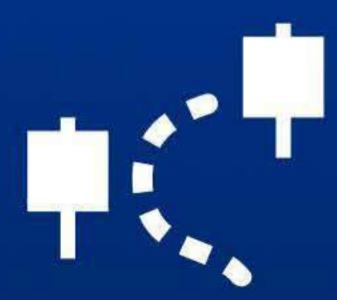




































Marketing Imagery

Photo Collages

From user research, it was clear that racers resonated with good photography: It can be the thing that makes them register.

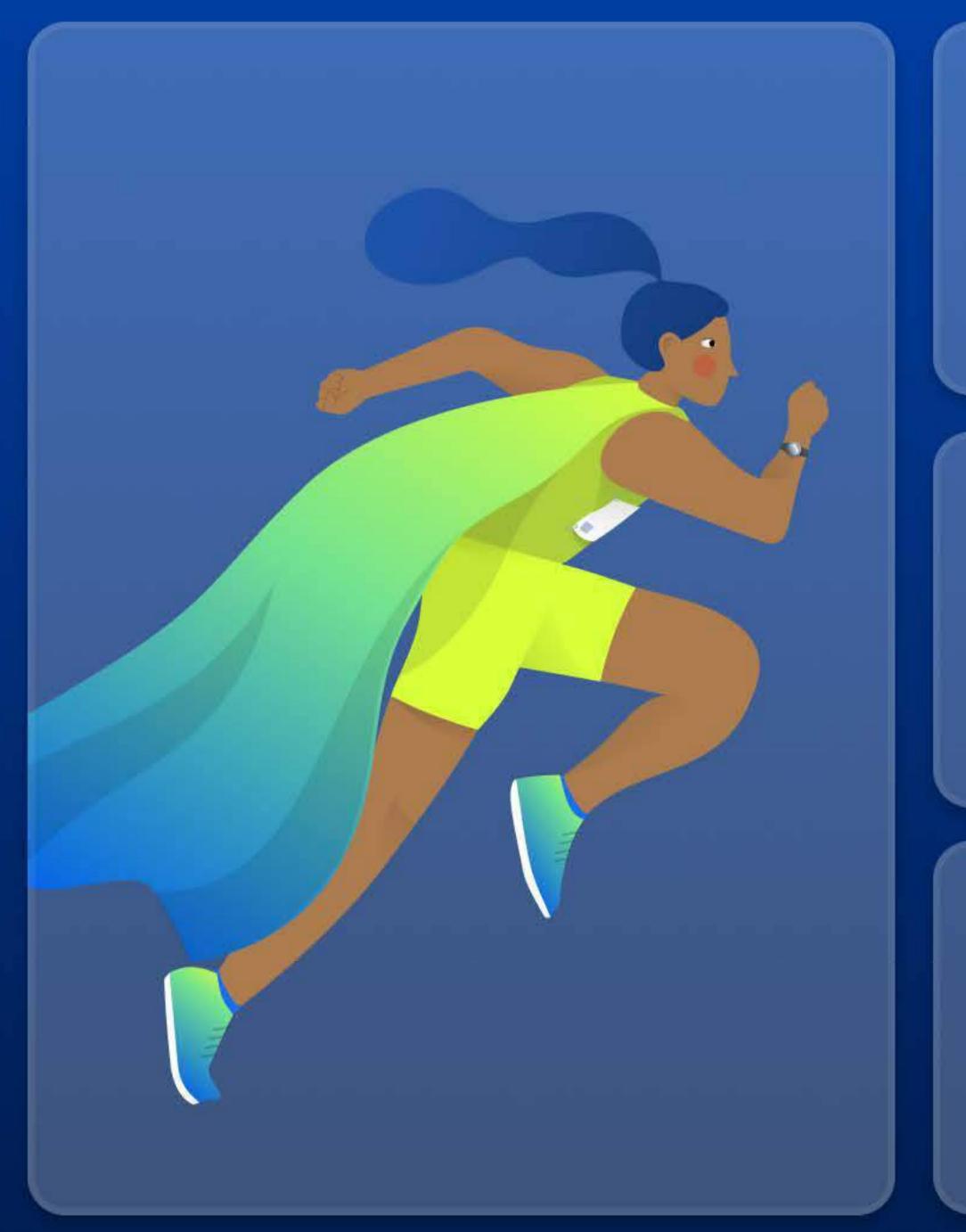
With our low budget, photo shoots were not an option, so I used my Photoshop skills to create realistic scenes that represent our values of inclusion, diversity and freedom.

Illustrations

Because photo editing was time consuming, I decided it would be more efficient to use illustrations for everything apart from our landing page and race-specific content.

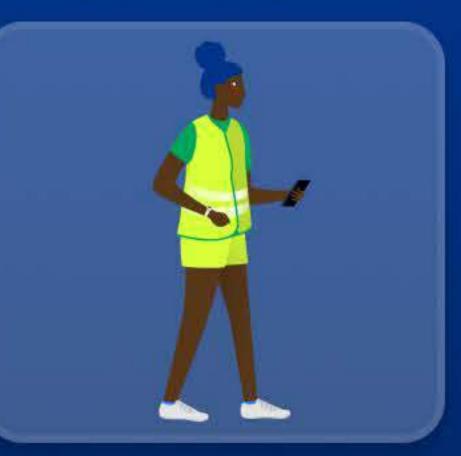
Using Pablo Stanley's 'Humaaans' library as a base, I created a diverse set of characters, representing that everyone is a runner.



















TERMYCO

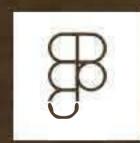
B2C SAAS APP & MARKETING

Your Office, Online.

As the sole visual designer for Teemyco I worked to secure the startup's position in the market through developing the virtual office app UI and marketing content.

For the app I worked closely with the CEO, CTO, UX Designer and Developers to develop several new features, as well as updating the interface to create a more satisfying UX experience.

In order to bring our brand to life, I created all marketing content for social media posts, visual ads, animations and sales documents.











Photoshop Illustrator After Effects

App Success



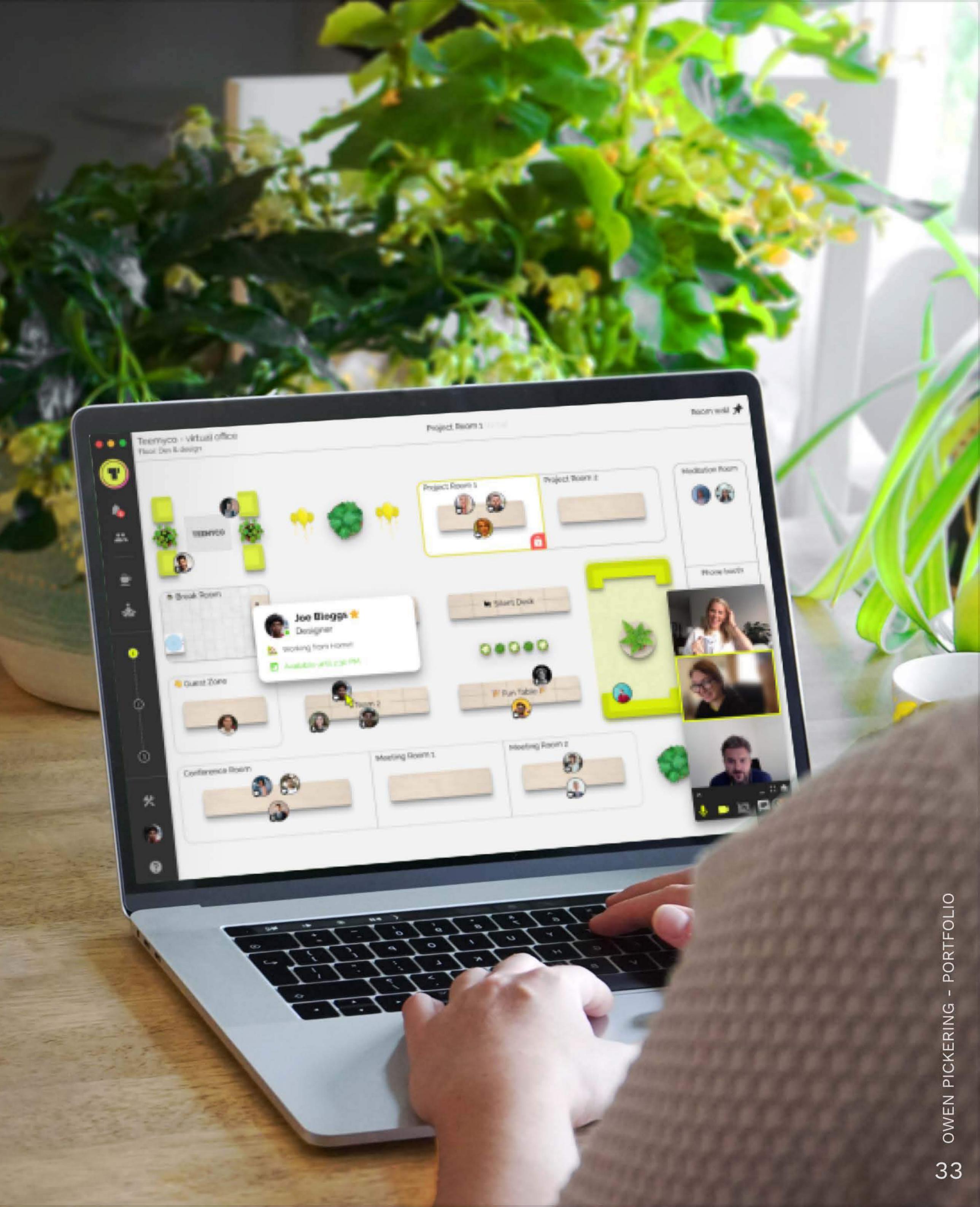








Startups in Europe

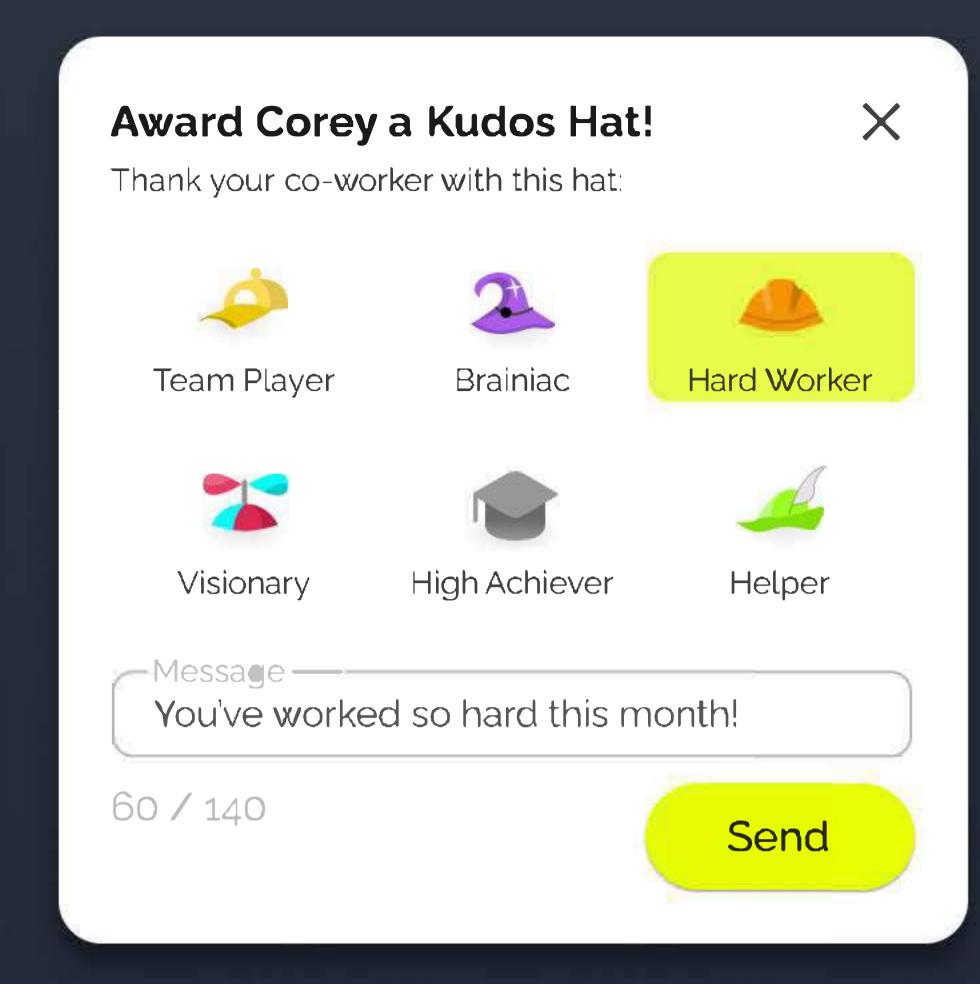


Ul & Design System

To standardise design elements across the app and marketing content, I created a modular and flexible design system that allowed us to create consistent designs and iterate quickly.

Using this system, I addressed user pain points across the app, and designed several new features such as the Kudos Hats, that could be sent as rewards to your coworkers.





input 😊

① Input

TEEMYCO

③ Input

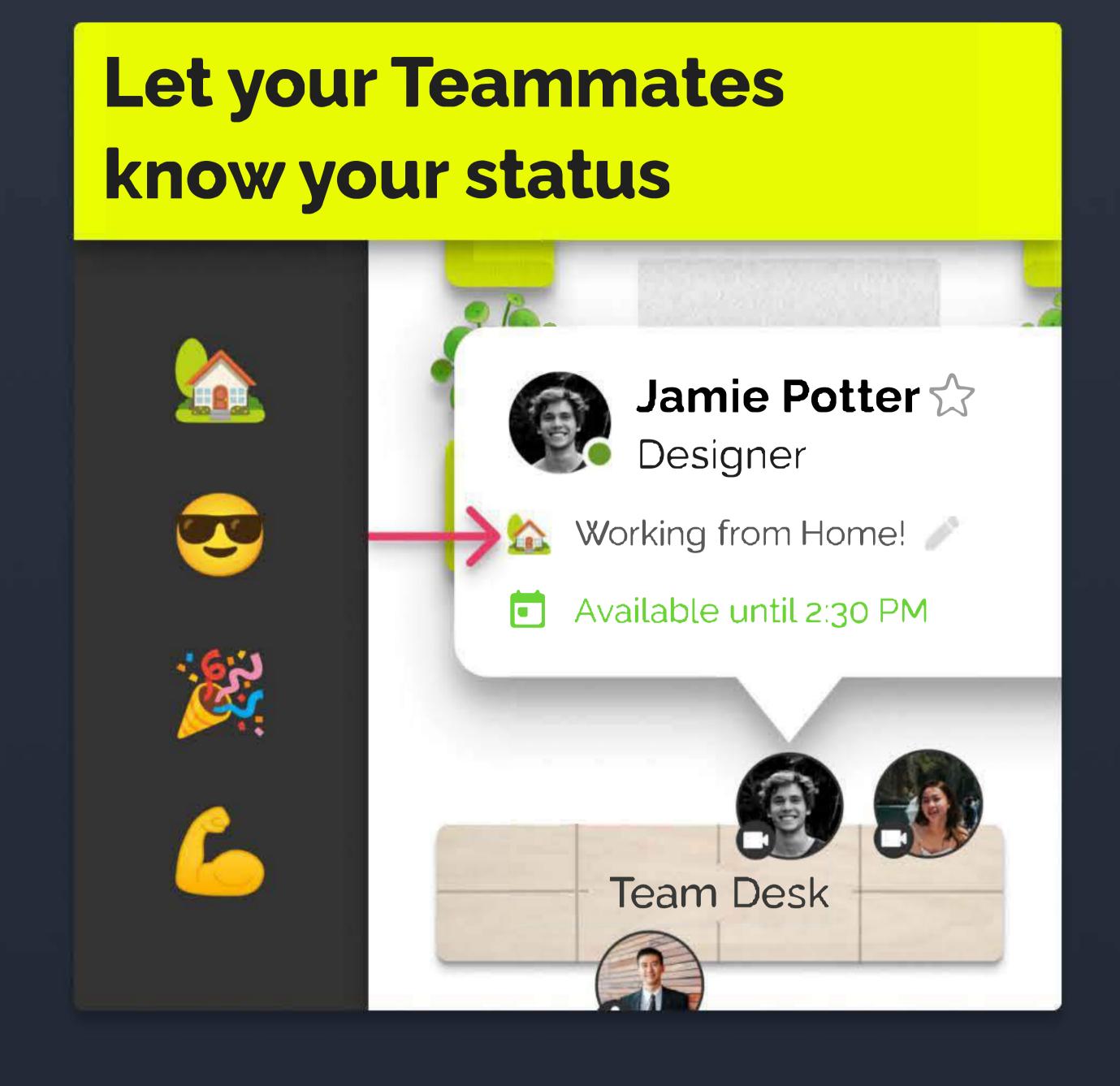
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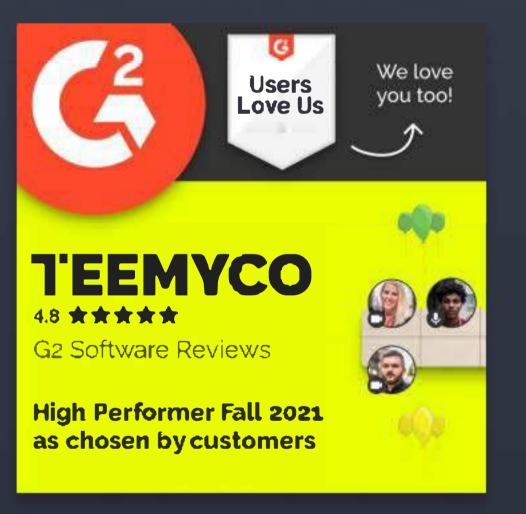
😊 Input 🥕



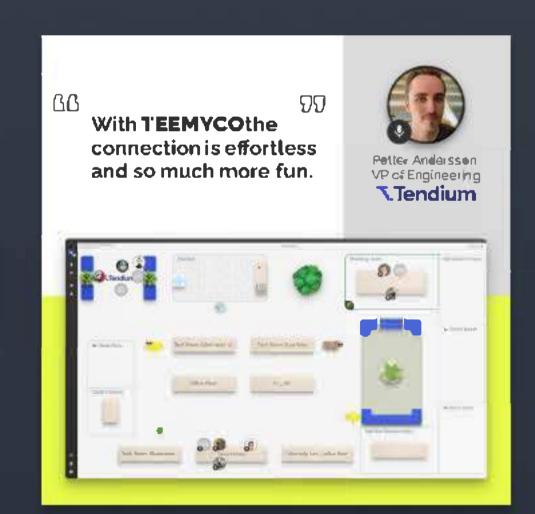
Social Media Graphics & Animation

As the first marketing content designer at Teemyco, I created a large range of branded content for Facebook, Instagram, Twitter and LinkedIn to showcase new features, give tips, and brag about our achievements.

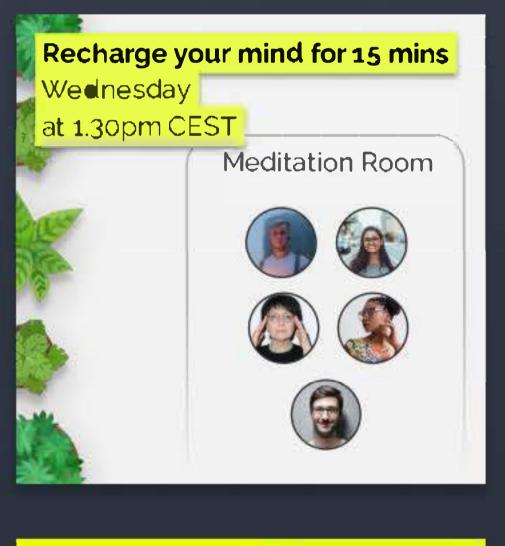


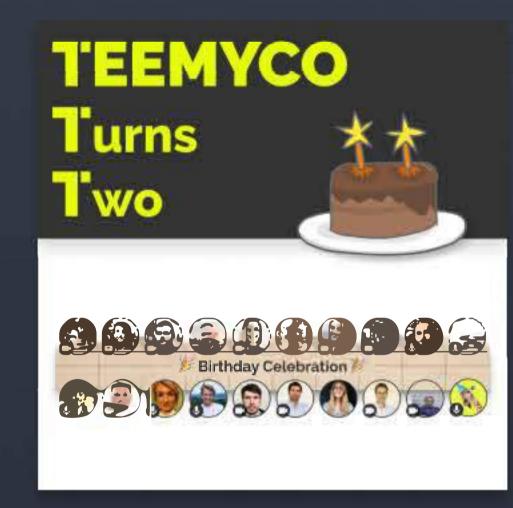










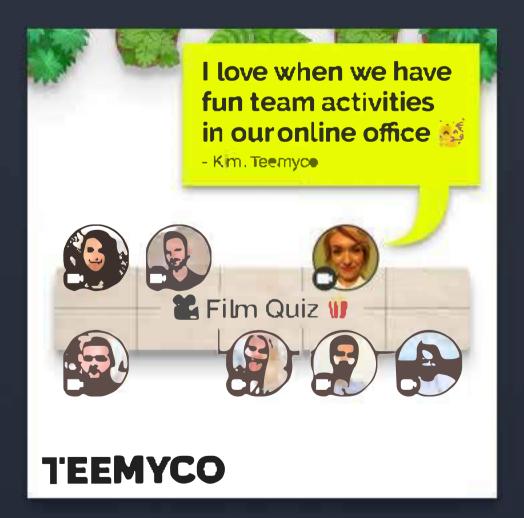


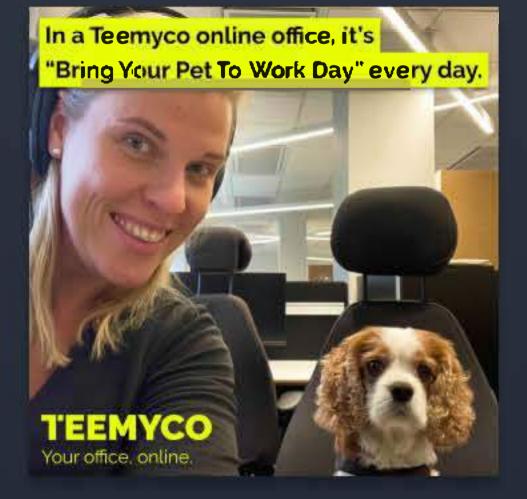


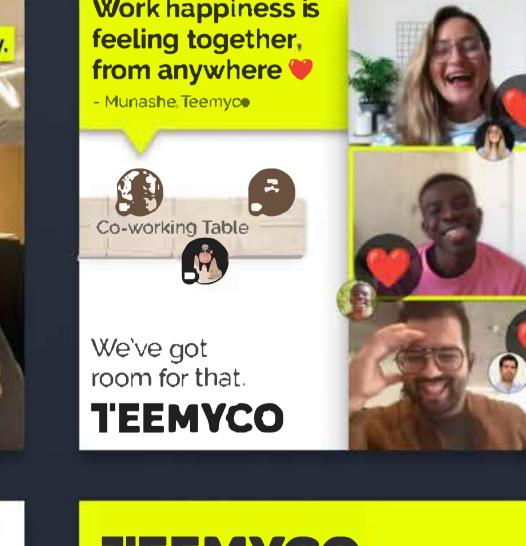






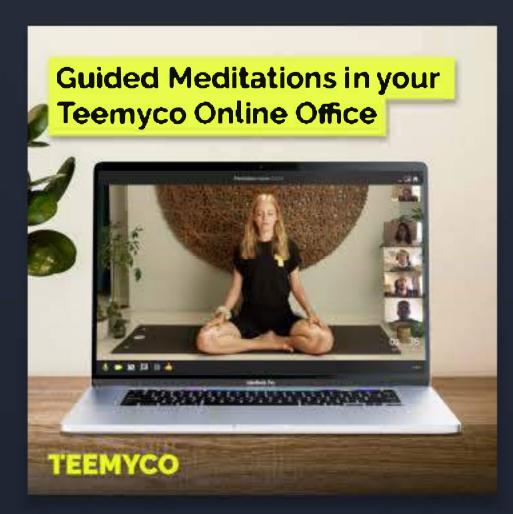


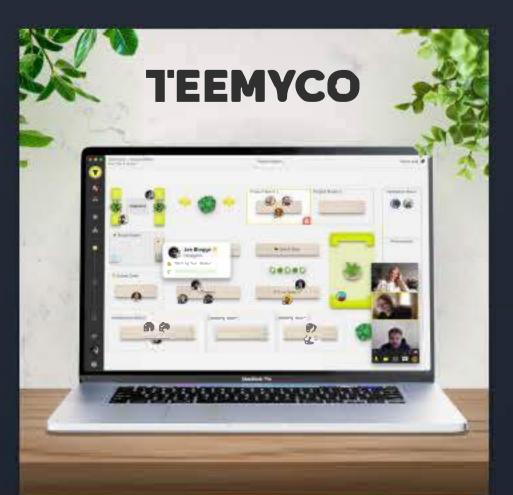








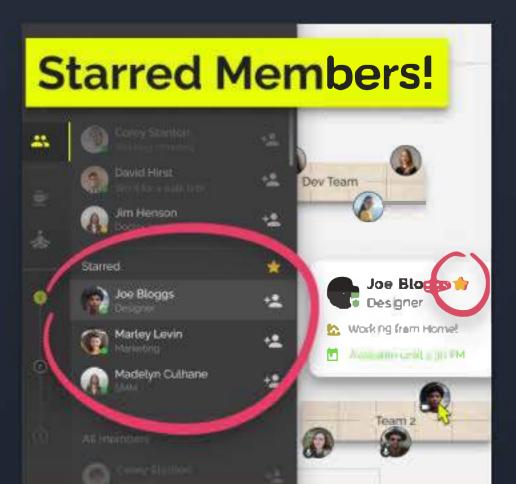


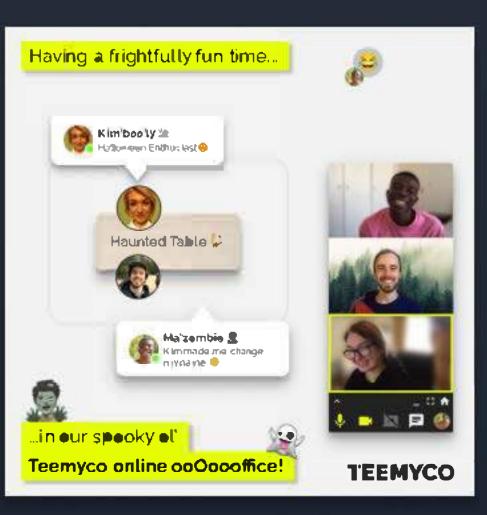








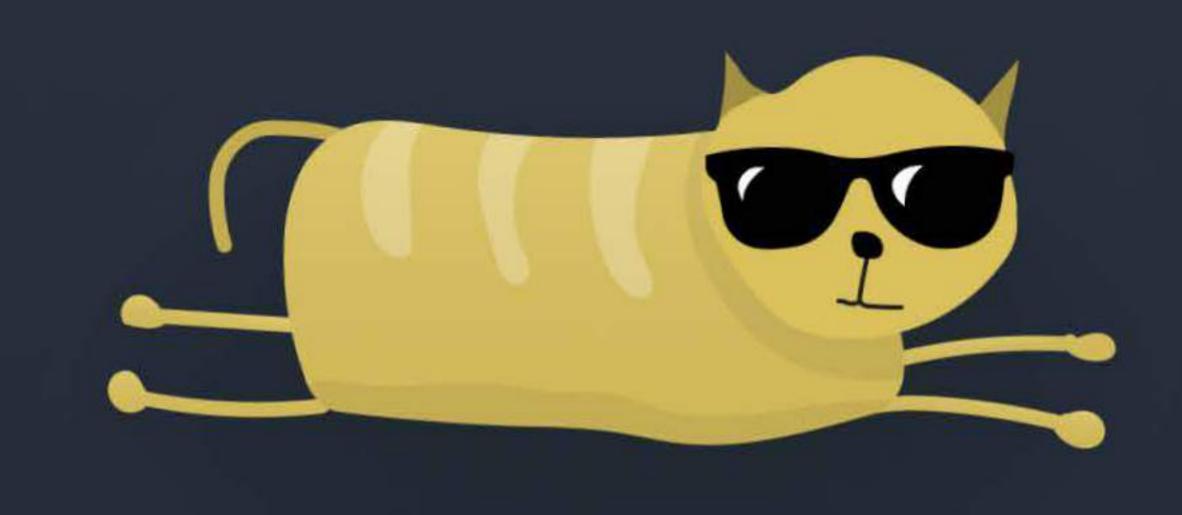


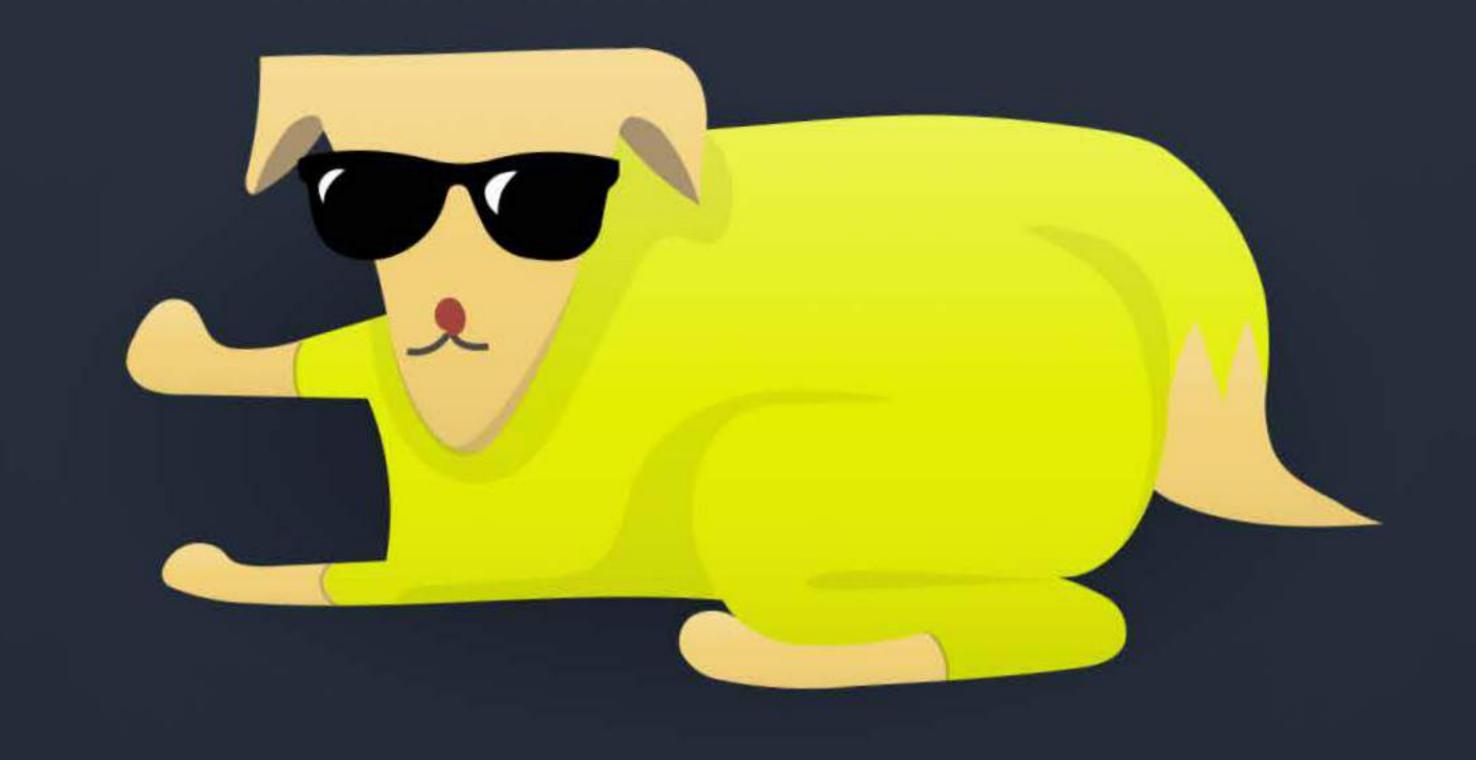




Illustration

I created a set of 40 fun and sassy illustrations that bring the app to life, ranging from plants, pets and seasonal objects to decorate your virtual office, to hats that you send as kudos for outstanding work.























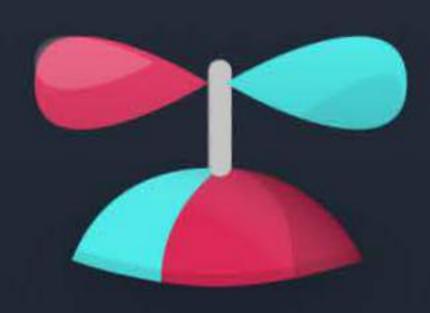












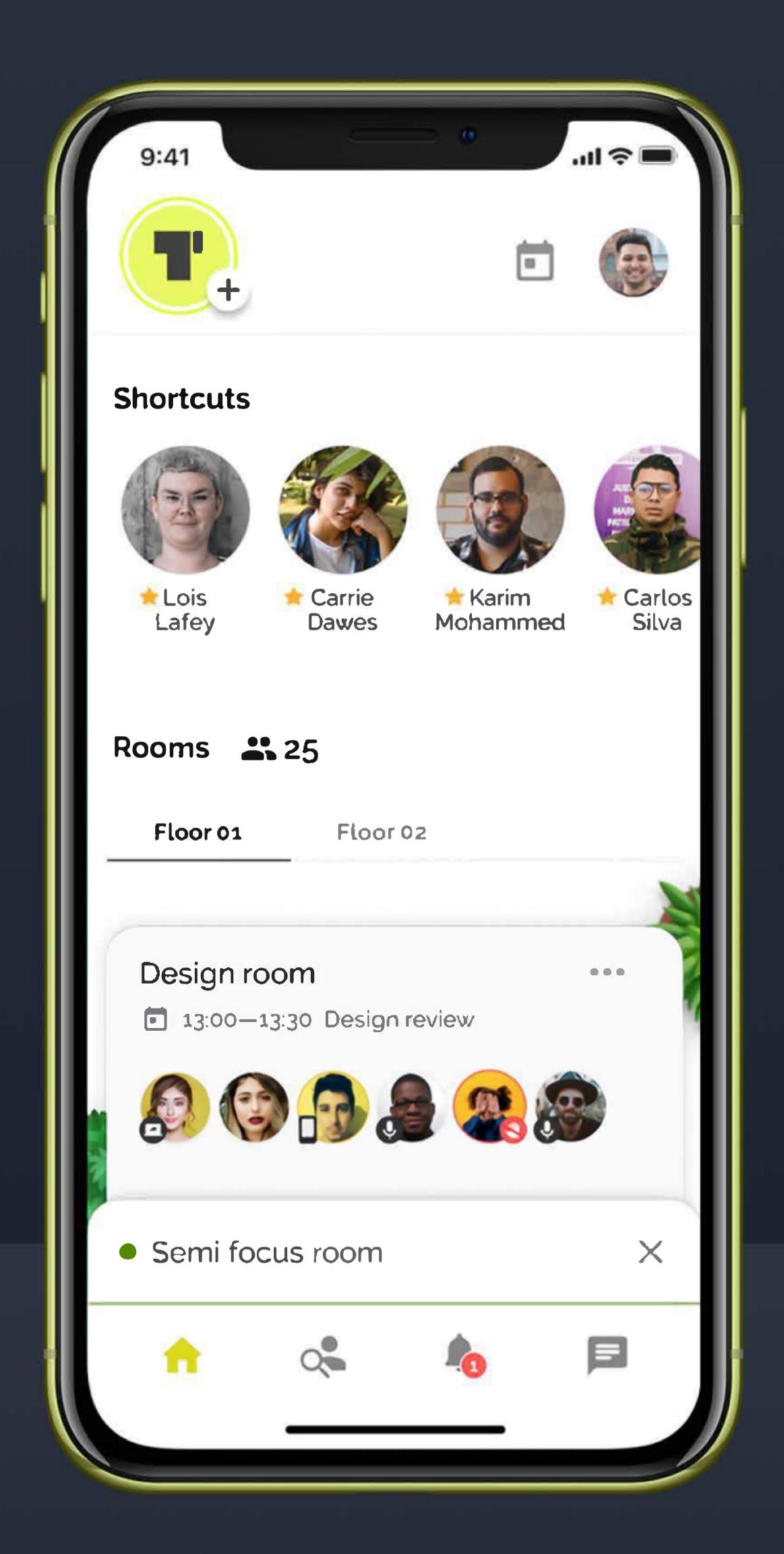






Office View

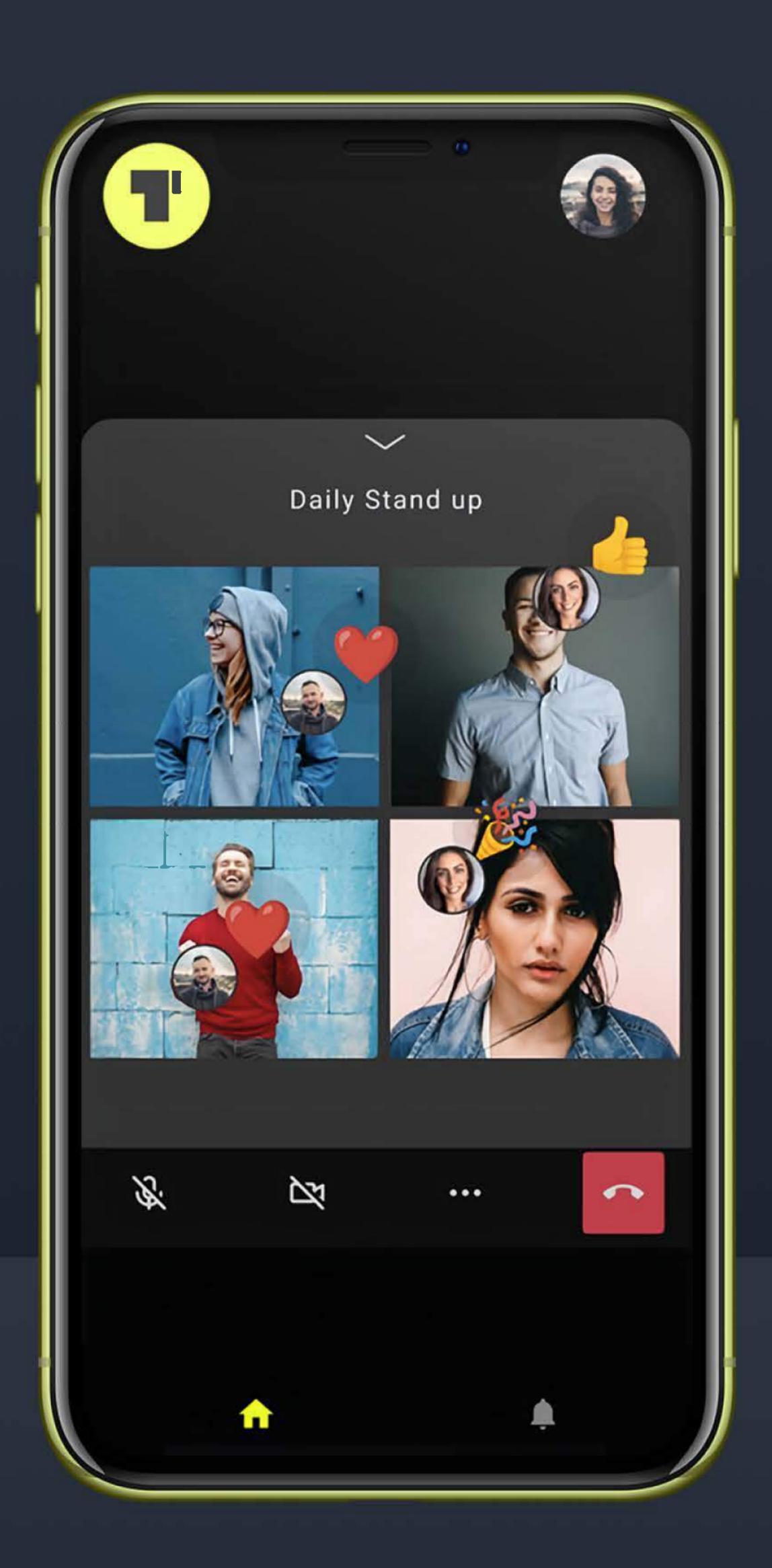




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