

Harry Phillips

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EDUCATION

City St George's, University of London

Sep. 2024 – Oct. 2025

MSc, Human-Computer Interaction Design

London, UK

- Grade: Distinction

University of Surrey

Sep. 2020 – Jul. 2023

BSc, Business Management

Guildford, UK

- I completed a study exchange at the Norwegian School of Economics during my second year.

PROJECTS

Open Seat Driver Scouting Website

Jan. 2026 – Mar. 2026

- Investigated the sim-racing trust paradox and fragmented recruitment pipelines by conducting semi-structured interviews, observations and usability testing.
- Designed an end-to-end scouting platform from low-fidelity concepts to a high-fidelity prototype, structured to improve driver profile discoverability and streamline driver verification.

FIA WEC Digital Race Experience

Nov. 2025 – Jan. 2026

- Conducted user research with 6 WEC fans during a live endurance race to identify critical friction points and core needs in the spectator experience.
- Engineered a scalable Figma design system utilizing variables, auto-layout, and strict grid systems to accelerate the UI design of a companion mobile app.
- Created a high-fidelity prototype that resolved key user frustrations.

Enhancing the NHM Visitor Experience with Interactive Technology

Oct. 2024 – Dec. 2024

- Designed a gamified, NFC-enabled stamp collection kiosk to increase physical exhibit engagement at the Natural History Museum as well as decrease queues and exhibit stopping time.
- Executed a mixed-methods research with 11 museum visitors to define user needs.
- Iterated through low-to-high fidelity prototypes, refining the UI based on usability testing with 5 users to deliver a final product projected to increase exhibit dwell time. Awarded grade distinction.

WORK EXPERIENCE

University of Surrey

Sep. 2022 – Jul. 2023

International Mobility Peer Adviser

Guildford, UK

- Managed cross-functional communications and conducted 1-on-1 advisory sessions to identify user pain points and streamline the study abroad application journey.
- Maintained the department website, improving the information architecture and accessibility of critical resources for prospective applicants.

SKILLS

Tools: Figma, FigJam, Sketch, Adobe Creative Cloud, UXtweak, NVivo, IBM SPSS, Webflow, Observable, JavaScript

Design: Wireframing, Prototyping, Design Systems, Visual Design, Digital Accessibility, Interaction Design, UX/UI Design

Research: User Research, Usability Testing, User Interviews, Observations, Contextual Inquiry, Card Sorting, Tree Testing, A/B Testing, Heuristic Evaluation

Strategy: Product Strategy, Stakeholder Management, Project Management, Design Thinking, Competitor Analysis