

Chris Wiseman – Curriculum Vitae

About me:

I'm an experienced design professional with over a decade of working in people-centred design, focusing on understanding and improving human experiences.

Now, as I make the exciting move to UX Design, I'm bringing a whole toolkit of transferrable skills with me. These include human-centred design, research and analysis, design thinking, problem-solving, systems thinking, spatial awareness and layout, collaboration, aesthetic judgement, and solid expertise with design tools and software.

While I'm keen to develop my UX skills further, I'm ready to hit the ground running with the wealth of design project experience. I'm excited to apply everything I've learned to create user-focused solutions and make a real impact in this new field.

Employment:

January 2024 - August 2024: Work sabbatical / Professional Diploma in UX Design

- Completed a Professional Diploma in UX Design, which involved practical experience of the entire UX process and a user-centred mindset in designing a new digital product.
- Prepared and conducted user research studies, including online surveys, competitive benchmarking, usability testing, and heuristic evaluations.
- Applied analysis techniques and frameworks, such as affinity diagrams and customer journey maps, to define problems to be addressed through design.
- Designed complex user workflows, site structures, and navigation elements.
- Prepared low-fidelity sketch prototypes and interactive medium-fidelity prototypes in Figma based on design goals, applying an understanding of interaction design, design principles, and patterns.
- Prepared annotated wireframe specifications for developer handover.

Feb 2024 – March 2024: UX Work Experience, MindTools for Business

- Prepared UX research and ideation for the next iteration of the MindTools for Business 'Explore' tool. I also observed and participated in one full cycle of an Agile Sprint, as part of the professional UX team.

Sept 2021 – January 2024: Associate Landscape Architect, Optimised Environments (OPEN)

- Prepared detailed Landscape and Visual Impact Assessments that consider people's experiences, behaviours, and responses to the landscape and environment.
- Responsible for conducting thorough research and analysis of both qualitative and quantitative data to develop deep insights into people's experiences of the landscape.
- Developed landscape design proposals and provided design input into complex and sensitive developments.
- Project manager responsible for mentoring and managing junior colleagues, overseeing budget management, securing new work, and ensuring client care.

June 2015 – Aug 2021: Principal Landscape Architect, AECOM

- Led the landscape and urban design input for town masterplans and landscape design proposals. I facilitated community-led co-design charette events and workshops and participated in community consultation events as a design expert. I was responsible for advocating people-centred approaches throughout the project design lifecycle.
- Prepared Design Codes and Design Guidelines for new developments. I researched and delivered bespoke, place-based design guidance and coordinated and facilitated community-led design workshops.

- Led the landscape and urban design input for schemes across Scotland. Working at a range of scales, I prepared aspirational strategic design 'Vision' documents and design frameworks. I also managed and delivered complex design research studies, including Public Life Assessments, which used qualitative and quantitative data gathering to understand human behaviours, and Green Infrastructure Frameworks, which used large-scale digital datasets to determine approaches to strategic nature networks.
- Prepared detailed impact assessments, feasibility studies, and designs. I was responsible for engaging with internal and external stakeholders throughout the design process.
- AECOM-accredited project manager, responsible for mentoring and managing junior colleagues, budget management, work winning, and client care.

Sabbatical: October 2014 – June 2015: Worldwide travel, including 5 months in New Zealand.

Education:

January 2024 – May 2024: Professional Diploma in UX Design

- Successfully completed the Professional Diploma coursework and examination with an overall pass mark of 97%.

November 2019: Chartered Member of the Landscape Institute (CMLI)

- Successfully attained Chartered status as a Landscape Architect, the mark of quality and excellence for the profession.

October 2016 – May 2017: Postgraduate Certificate in Urban Design (Distinction),

- Co-winner of the UK-wide Urban Design Group 2018 Student Prize – available to view via <https://www.youtube.com/watch?v=tl-oBXEY9rk>.
- Royal Town Planning Institute West of Scotland Chapter 2017 Student Award 'Commendation'.

Sept 2010 – May 2012: Postgraduate Diploma Landscape Architecture (Distinction)

- One of five students shortlisted for the BDP 2012 Jo Yeates Landscape Design Prize.

Sept 2002 – June 2005: BA (Hons) Human Geography

- An academic foundation of human interaction with the environment.
- Population Geography
- Quantitative and Qualitative Research Methods

Sept 1994 – July 2001: Secondary Education

- A-Levels: Geography, Art, Biology.
 - 9 GCSEs Grade A-C.
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Relevant Skills:

- Figma for prototyping.
 - Google Sketch-Up for 3D modelling.
 - GIS for data interrogation and layout.
 - Hand-drawn sketches.
 - Adobe Creative Suite
 - Miro for collaborative working.
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Interests:

- Keen mountaineer, with a passion for hiking and mountain biking.
 - Interested in photography, particularly landscape and the natural environment.
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References: Available on request.