



**Steve Mulvey**  
UX/UI designer

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As a creative professional for 17 years I have developed multi-disciplined creative skills ranging from photography, art direction and graphic design to agile UI/UX development and digital product design.

I balance user centric and usability tested experiences with technical and commercial constraints, to create designs that are valuable to the end user, achievable within the resources at hand and align to the business roadmap.

## Work experience

### SLB (Formerly Schulmberger)

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Product designer,  
Visual designer

Nov 2021  
June 2024

SLB is the largest energy technology company globally. Serving the oil, gas and renewable sectors with industry leading equipment and enterprise level digital products.

**My role:**

As a Product Designer I worked on adding user focused functionalities and workflows to their cloud-based simulation products. Then I had the opportunity to transition to a Visual Designer responsible for the visual designs across the UK and German tech centres, this included final high fidelity designs and prototypes, the Figma design workflow and the creation of a local level design system.

### Immense Simulations

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Product Designer  
(UI/UX)

Nov 2019  
Sep 2021

Immense is a product company start-up that seeks to revolutionise the mobility industry by using simulation tech and a SAAS based business model to make simulation capabilities much easier and cheaper to attain.

**My role:**

I was the Principal Product Designer at Immense and had responsibility over all design related output from the initial user engagement through to wire-framing, rapid prototyping, usability testing, final hi-fidelity mock-ups and design handover to developers. I ensured new features were user driven, but also aligned to the product roadmap and implemented in a way that was mindful of technical and commercial constraints.

### Howdens Joinery

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Product Designer  
(UI/UX)

Sep 2017  
Nov 2019

Howdens Joinery is one of the UK's largest direct to trade building suppliers and specialises in fitted kitchens.

**My role:**

Initially brought in as the UX specialist for the Howdens digital project, I was involved with initial scoping and design meetings with our creative partner Sapient Razorfish. I was able to advise on design choices and to support the UX development directly for Howdens. Later as the digital capability matured I moved to a more direct product design role supporting the new head of UX directly with design assistance and creating and maintaining the design system.

## CrowdEmotion

### UX Designer

Aug 2015

Jun 2017

CrowdEmotion was a fast paced, agile start-up that used facial recognition and emotional AI technology to capture and quantify emotional responses for the media and TV sectors.

#### My role:

I was responsible for understanding the user need and creating and optimising our API and front end product journeys to provide the most value. I also designed various proof of concepts and prototypes that could implement the emotional technology into different scenarios and industries.

## Argos

### Digital Designer

Sep 2013

Aug 2015

## Marshall Amplification

### Graphic Designer

Oct 2010

Aug 2013

## Logicom Media

### Web Designer

Sep 2007

Oct 2010

## MK Gallery

### Exhibition Assistant

May 2007

Aug 2007

## My creative process

No two projects are the same, but I start by planning out the design and non-design related tasks, creating a stakeholder register and defining the initial timelines. Then I move onto assessing the user need through user interviews and workshops. I like to find the root cause of their problems and address issues as close to the source as possible.

Once issues are uncovered the users jobs to be done can be defined which will then inform the key functionality of the design. Using designs sprints, rapid prototyping and frequent small scale usability tests will then further solidify the design.

Once the user expectations have been aligned with the design we can move onto hi-fidelity mockups, technical reviews and the final handover to developers.

I have experience working within hybrid, pure or lean agile frameworks, either as an embedded designer in squads or as part of an in-house agency.

