

# Lucy Barlow

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## Profile

I am a highly motivated and enthusiastic Interaction Design graduate, with a passion for creating seamless and engaging user experiences. Since graduating, I've done contract design work for a small Japanese kabusiki kaisha which gave me experience in how to communicate with engineers and make designs accessible and appropriate for the audience. I am currently seeking an entry level opportunity where I can apply my growing knowledge and practical skills to real-world challenges at a scale beyond simple side projects, while having an opportunity to work with like-minded individuals.

## Experience

**Kuma KK, Osaka, Japan**

May 2025 - PRESENT

Contracted working on an unreleased Solana-related project

- Created website and brand guidelines to fit unique brief
- Assisted in creation of voice for brand
- Gained some experience with appropriate placement for wallet adaptor libraries in a design context

## Education

**Ulster University, Belfast BDes (Hons.) Interaction Design**

Sept 2022 - June 2025

Achieved a 2:1 in all years

**Belfast Metropolitan College, Level 3 BTEC Art & Design**

Sept 2019 - June 2022

Achieved top grades with a D\*DD (Distinction\*, Distinction, Distinction)

## Skills

### Writing and Communication

Ensured clear communication with development partner, resolving ambiguities with comprehensive notes during both personal and academic projects. Authored articles on my personal blog, [lucybarlow.net](http://lucybarlow.net), and maintained a Notion blog for university coursework.

### Tools

Proficient in Figma through intensive use at Ulster University, utilising both prototyping and variable features, making it a pivotal part of my design toolkit. Creative cloud tools such as Photoshop, Illustrator, and InDesign for image manipulation and creation, creating icon sets, and print material.

### Design Process

In all projects I work with a highly user-centred approach, creating persona spectrums as a result of extensive user research, including surveys, interviews and usability testing. I believe thorough user research is the key to creating effective digital solutions. Using both qualitative and quantitative findings from user research I work in an efficient process of sketching, wireframing and high-fidelity mock-ups, keeping clear labelling throughout.

## References

Available upon request