

# Joshua S. Way

## UX Designer

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Graduated with upper second class honors with a broad toolset relating to development and design. Joined the Ocado Technology graduate scheme in 2023, working in 6 months rotations across the business in fulfilment, ecommerce and advanced technology. Currently rolled off the graduate scheme as a UX Designer in B2B, working on products engineers use in customer fulfilment centres to help manage, diagnose and repair various peripherals/ devices throughout the warehouse. Passionate in game design, storytelling and digital illustration.

- Figma
- Lucid / Miro
- Lyssna / Userzoom
- Jira
- Github
- Framer
- Python/HTML/CSS
- Adobe products (Photoshop, After Effects, Premiere)
- Microsoft Office (Word, PowerPoint, Excel)
- Google Drive Applications

## WORK EXPERIENCE

### Ocado Technology 2023 - Present

#### UX Designer (2023- Present)

- The sole UX Designer for my product, working collaboratively with product managers and engineers.
- Producing designs to the expected standard.
- Building trust with developers by producing documentation, copy and prototypes to assist handover.
- Since taking on this role and working on the application we've experienced a significant jump to 80~85% from under 50% adoption across various sites.
- Strong UX researcher piloting multiple discovery and validation sessions to ensure our products suit our user's needs.

#### UX Graduate (2023-2025)

- Worked in several cross-functional teams across a 2 year graduate scheme.
- **Insights & Data:** Strong communication skills, sharing my design decisions with foundational research rationale.
- **Design thinking:** Iterative design, working with stakeholders to manage expectations and following the design process.
- **Prototyping:** Built several high fidelity prototypes suitable for user testing, communicating logic for developer handover.
- **User interface design:** Following best practises, applying information architecture, using and following design systems.
- **Leadership:** Contributing to team values, challenging and contributing to team discussions.
- **Elevate UX design:** Confidently presenting work to peers allowing for closer collaboration.

## CORE PROJECTS

### Ocado Technology (2023-Present)

- Telegrasp

A ground up UX project on designing a UI for 'pilots' to remotely control robotic arms within Ocado & partner's warehouses to streamline the picking process.

- Review Moderation

A ground up UX project focussing on building an in-house customer review moderation system to be used by Ocado & partners - Estimated to save ~750k/yr.

- Production Diagnostics

Ocado's peripheral and robotics repair platform, assisting engineers in the repair of robots and devices within the warehouse.

### Royal Holloway (2023-Present)

- Our Ocean

My final year project on data visualisation. A 3D web based visualisation using data and procedural generation to visualise plastic waste in the pacific ocean.

## EDUCATION

### B.Sc Digital Media Culture and Technology

Royal Holloway, University of London (RHUL) (2020-2023)

2:1 (68%), key modules:

- Human computer interaction
- Software design
- User centred design

### 3 A levels in History, Business Studies and Computer Science

Havant & South Downs College (2018-2020)

## HOBBIES

I am a keen creative and interested in exercising this in my free time. I often explore topics such as game design, illustration, 3D modelling and design. Most recently I have attempted to create my own 3D roguelite game in Unity to flex my creative muscles and build on my coding and design skills I had acquired in university.

Outside of technology you can often find me playing guitar, travelling or playing niche board games with friends.