

Georgina Carpenter

I have experience across the full product design process, from discovery and research to UX, UI, developer collaboration, and product marketing. I especially enjoy UI, visual, and motion design, and increasingly incorporate AI tools into my prototyping workflow.

EXPERIENCE

Audio Network, London

Lead Product Designer, July 2021–present

Audio Network produces high quality music for film, television and advertising clients (including Disney, BBC and Lego).

My day-to-day role includes discovery and requirement gathering, user research, UX/UI design, prototyping and working with developers to deliver new website features. I also collaborate closely with the Marketing department on creative direction and product features marketing.

Recent projects have included introducing two AI features, and redesigning the entire logged in Music App.

Ziglu, London

Product Designer, Nov 2020–May 2021

At Ziglu, I helped to develop key user journeys and define the brand in a design team of two.

ClearScore, London

Senior Product Designer, Feb 2017–Nov 2020

During my time at ClearScore, I had the chance to work on a number of design projects for a range of platforms including native apps (iOS & Android), webapp and email communications. I moved from Graduate Trainee, to Senior Product Designer during my time at ClearScore.

Blenheim Chalcot, London

Digital Graduate Scheme, Oct 2016–Jan 2017

Intensive digital training – agile methodologies, data visualisation and project management. Placement at ClearScore (see above).

EDUCATION

The University of East Anglia

BA (Hons) Media Studies, 2:1, 2012–2015

This theoretical degree gave me the chance to critically engage with the ways in which the media is produced and consumed. My dissertation was on the Public Sphere and was awarded a first.

Course Secretary and cellist in the UEA Symphony Orchestra.

SKILLS

User Experience

Discovery phase / Requirements gathering
Discovery and ideation workshops
User research
Prototyping including high-fidelity with AI tools
User testing
Presenting to stakeholders

User Interface

Clean, Simple UI design
Determining hierarchy and interaction
Data-heavy UI solutions
Modular design and design systems
Native UI design, behaviour and patterns
Product Marketing / Brand design
Motion design
Art direction
Layout, grids and typography
Animated SVG / Lottie creation
Conceptual design
Graphic design

SOFTWARE

User Interface & Prototyping

Figma [advanced](#)
↳ UI / Prototyping, Design Systems and AI 'Make'
Sketch [advanced](#)
Jitter Motion [advanced](#)
Claude AI [intermediate](#)
Basic CSS / HTML
Framer
Principle
Adobe Suite

AI Tools

I'm increasingly integrating AI tools into my prototyping workflow, using tools like **Claude Code** for rapid, high-fi prototyping. I can use repositories, structured prompting, and integrations with Figma and contextual knowledge repositories.

UX Documentation

Miro
Omnigraffle
Overflow

Other

UserTesting.com
Maze User Testing
Amplitude Analytics
Contentful
Keynote & PowerPoint