

Mark Coates cv



+64211040033

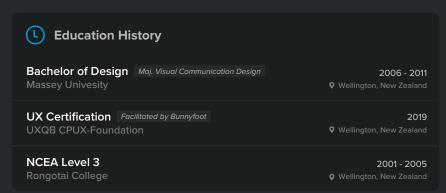
Wellington, New Zealand

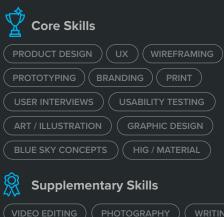
markcoates.nz

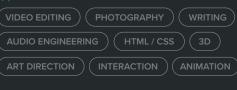
こんにちは! Hello. _{你好!} မဂၤလာပါ။!

I have spent the last 10 years working in design for a range of technologies, from websites, native apps, e-commerce and mixed reality capture to more recently, drone and robotic automation. Each role has presented me with new and interesting challenges and responsibilities, requiring different approaches towards research, planning and implementation. In addition to creativity and communication, my expertise revolves around defining creative problems, identifying stakeholders and collaborating to achieve effective solutions - within any necessary constraints. I am very efficient and am able to work both independently and alongside multidisciplinary teams effectively.

I am an advocate for functional, accessible and human-centric designs that use empathy as a driver to iteratively improve and perfect experiences for users. This often requires asking questions, listening to opinions and not being afraid of making mistakes along the way. I am proficient with computers and learning new software, capable of drafting wireframes and interactive prototypes with ease, as well as concept exploration and high-fidelity deliverables and specifications for engineers. My experience, range of interests and cultural background makes me a valuable multi-faceted addition to any team, where I can communicate or translate ideas effectively across people of different walks of life and experience levels.













Professional Experience



Senior Product Designer (Robotics)

San Francisco, USA / Auckland, NZ (Remote)

May 2022 - Nov 2023

Interface, experience and tooling for mechatronics engineers and other robotics platform users. This ranges from the teleoperations interface, to additions to the visual graphing and Babylon.js use experience. Design duties also included marketing materials, slide deck and apparel

xero

Product Designer - UI/UX

♥ Wellington, New Zealand Sep 2020 - May 2022

Modernisation of parts of the classic site to the new design system XUI, along with research and concepts for a experience for creating branded invoice templates. Research involved questionaires, interviewing users, building prototypes and revising designs based on feedback.

trademe

Product Designer - UI/UX

♥ Wellington, New Zealand Jan 2018 - Jun 2020

New Zealand's largest online marketplace. Data and design-driven projects including improvements to the core iOS/Android apps as well as pilot projects for Make an Offer and Local Listings that included user research. Additional contributions to the Tangram design system and in-app illustrations.



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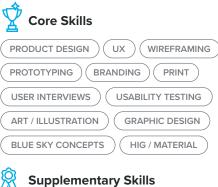
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