



Linus Staniukynas

Product Designer

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I am driven by an infinite curiosity about human behaviour. The best feelings are the “Aha!” moment when you discover a key insight from working with people.

As well as design, I love growing (as an individual and with my plants!), learning about psychology and gamification.

My work is rooted in identifying what the issues are by empathising with people and using my design skillset as a tool to improve their wellbeing.

Experience



User Testing / Research Lead

Drop

Jan 2019 - Sep 2019

- Gathered data and updated existing personas which gave the company a better understanding of their target audience.
- Built a flexible IoT App usability testing lab in which teams tested prototypes before pushing them for development or launch.
- Collaboratively wrote testing scripts, facilitated and moderated biweekly usability tests, helping foster transparency and a habit of routinely testing new features into the company.
- Pushed to learn how to carry out participant recruitment for testing, relieving work load off the marketing team.
- Gathered testing findings into a report which helped greatly influence product decisions.



UX Design Intern

Graphic Mint

Sep 2018 - Dec 2018

- Worked with senior designers in a fast paced environment to create wireframes and prototypes for clients.
- Created illustrations for blog articles aided by reviews and feedback from peers and co-founders. Created illustrations for blog posts which were essential for SEO traffic to the agency website.
- Participated in product strategy workshops, digitized outcomes created personas, lean UX canvas, and collaboratively made service blueprints. Enabling clients to see their whole service infrastructure at a glance.
- Set up the testing lab, equipment, and testing devices for usability tests, helping facilitate fluid experiences for both the participants and colleagues.

Education



BA Interaction Design 1.1

National College of Art & Design

2016 - 2020

Learned the fundamental approaches, methods and tools related to the design of digital products, experiences, systems and services with a focus on users and context of use.

The course is studio-based with lectures, seminars, workshops and independent and group projects. Working in a studio environment helped foster collaborative and peer-to-peer learning.

Achievements

Royal Society of Arts SDA Highly Commended Prize Winner

Design and Art Direction Awards Finalist

Skills

UX

Rapid prototyping

Usability testing

User Research

User-Centered Design

Tools

Adobe Creative Cloud

Figma

Adobe XD

Sketch

Invision

Coding

HTML3

CSS3

Javascript

References will be happily provided upon request.

Linus Staniukynas

A stylized blue geometric logo consisting of several overlapping lines and shapes that form a grid-like pattern, positioned to the right of the name 'Linus Staniukynas'.