DAMIEN hashemi EXPERIENCE DESIGN LEAD

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medium damohash linktree dhash

dob 11 October 1976

Australian Citizen
UK Citizen

EDUCATION

award school

Australian Writers And Art Directors Association Melbourne - 2013 & 2015 (top 15)

graduate diploma

Grenadi School of Graphic Design 2004 - 2006 Graphic Design

bachelor honours degree

University of Leicester 1995 - 1998 BSc Economics & Statistics (Hons) 2.1 (Second Class Upper)

ABOUT ME

I'm a Strategic Experience Designer. I've been a Design Leader for 7 years, and have worked in the design industry for 14.

I use research to cut through ambiguity to really understand the problem that needs to be solved. Sometimes discovering the real underlying problem is different to the brief.

Having been a Head of department I'm comfortable working with C-Suite stakeholders but I also spend time working with my team to mentor them and bring them along the journey.

My banking career gave me plenty of leadership, project management, data analysis and service design experience. Looking to find better ways for bankers to operate while modelling the risk of lending money.

My advertising career helped with my concepting, visual design and communication skills. Helping me focus on the one message we need to convey.

My design career has taught me an entire human centred design methodology and tool set that gives me both structure and flexibility to help my clients.

My 3 careers have given me a varied but complimentary skill set.

These days I'm comfortable working with clients to understand their business, facilitate large workshops and lead others to help come up with solutions to our clients problems.

KNOWLEDGE & skills

In my 25 years in the workplace I've had three careers and gained many skills across all three. Often the same skills are useful in different industries or complement the others really well.

My core belief is our goal is to elicit behaviour change, which is achieved through a mix of creating desire to change and making change easier. The core benefit I bring to any business is my ability to uncover the real problem that needs fixing and find a simple solution. Often using a double diamond, design thinking mind-set

I believe I am a great communicator. I put a lot of energy and thought into how to convey complex concepts in the simplest way. I ensure my comms are fun and engaging and memorable.

As a leader my philosophy has always been to send the lift back down. I enjoy mentoring others and I get joy out of seeing them achieve. When it comes to technical tools, software comes and goes but how I think only gets better.

INDUSTRY SKILLS

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	Human Centred Design
	Qualitative Research
	Quantitative Research
	Service Design
	UX Design
	UI Design
sign	Workshop Design
xperience Design	Workshop Facilitation
nce	Journey Mapping / Blueprints
erie	Pain point /Affinity Mapping
Exp	Expert Reviews
	Interview Script Writing
	Market Research
	Prototyping
	User Testing
	Agile
	Behavioural Science
	Art Direction
	Graphic Design
	Photography
sing	Idea Development
Advertising	Copy writing
Adv	Script writing
	Creative Strategy
	Brand value proposition
	Insight Discovery
anking	Regression Model Development
	Neural Network Development
m	Credit Risk Strategy
	Problem Solving
A	Strategy Development
	Data Analysis

TECH TOOLS

Figma
Sketch
Dovetail
Miro
Optimal Workshop
User zoom
Maze
Confluence
Jira
Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe Premier
Adobe XD
SAS
SQL
MS Visual Basic
MS Excel
MS Project
Keynote

SOFT SKILLS

Keynote Presenting
Project Management
Stakeholder Management
Leadership
Mentoring
Coaching
Performance Conversations
KPI Setting
Recruitment



APR 23 - NOV 23	EXPERIENCE DESIGN LEAD (UX &CX)	Bupa	Bupa provide health services across two areas, dental & optical	
CORE SKILLS	KEY WINS			
 CX/UX RESEARCH, CX/UX DESIGN, DATA ANALYSIS 	 30% increase in dental bookings. How? Conducted service design and journey mapping of dental booking process. Conducted data and qualitative research to understand reasons why dentist's don't make more bookings available Used insights to make strategic recommendations to C-suite Lead UX & Product design team to implement changes. 			
	 25% decrease in optical appointment no shows. How? Leading data analysis to understand reasons and behaviours behind no shows Used data insights to better time reminders Used behavioural science to better word messaging to prompt a response 			
	 11% sales increase in Optical sales. How? Ran workshops to understand pain points with Optical's Shopify platform. Lead to a new UI design. 30% Increase in referrals to key partner. How? Oversaw launch of new site focusing on Hearing services. Utilised AI/Chat GPT to assist with website copy 			
SEP 22 - FEB 23	EXPERIENCE DESIGN LEAD (UX &CX)	UNSW	University of NSW, school of management, careers service.	
CORE SKILLS	NB This project is still in development ther	efore final deliverable's a	re hard to quantify	
CX/UX RESEARCH CX/UX DESIGN WORKSHOP FACILITATION UI PRODUCT DESIGN	 KEY WINS Lead a value proposition process to highlight the core offering of the service Lead a redesign of the site Information Architecture Lead a redesign of the site UX Lead a redesign of the site UI 			
PROJECT BACKGROUND • Career service is	 KEY ACTIVITIES ON THIS PROJECT Workshop design Workshop facilitation UX Design UI Design User testing 			
under used and	Qualitative research interviews			

Quantitative research of site data/analytics

• Running brand and value proposition workshops to identify key services.

Card sorting to redesign the site Information Architecture.

• Landscape review of industry best practice

Holistic review of existing site

not understood.

of poor usability

Website has received a lot

feedback Project goal to increase number of website and service users.



Mentor designers Conduct UX

Reviews

NOV 21 - AUG 22	UX & CX RESEARCH LEAD	Monash University	Monash University's student technology department	
CORE SKILLS	KEY WINS			
 CX/UX RESEARCH, CX/UX DESIGN, WORKSHOP FACILITATION 	Achieved \$1 Million in project funding. How? Conducted student and staff service design research to identify core pain points with the Learning Management System. These issues were then used as a business case to expand team and fund project to the next phase			
MAIN DELIVERABLE'S UX & CX Researcher understanding student study online experience.	 25% reduction in negative feedback for assessments results process. How? Conducting student and staff service design research to produce blueprints into the assessment submission and feedback process. Facilitating design workshop with stakeholders, students, designers, academics and developers 			
Management System (Moodle) to make it easier for busy academics to structure courses	 \$500,000 saved by identifying no need for a new app feature. How? Conducted student and staff research to understand students study preferences Research showed little desire for an app to make introductions with other students Research showed more effort needed when planning online tutorials to help students get to know each other. 			
in a way that helped students learn.	Achieved an 80% student download rate for Monash Student App. How? Researched which features would be of most value to students and creating comms targeting these benefits			
IAN 21 - NOV 21	HEAD OF UX & CX DESIGN	ARQ Group	Arq are a developer of software and apps to large corporations	
CORE SKILLS	KEY WINS			
PROJECT PLANNING RESOURCE BUDGETING UX DESIGN WORKSHOP	 \$5M digital transformation pitch win with Ambulance Victoria. How? Lead project team to conduct service design review of existing paper based processes Used insights to highlight multiple pain points in a review of processes to show need for a bigger service design research project 			
FACILITATION MAIN DELIVERABLE'S	Assisting PTV to reduce complaints due to disruptions of public transport How? Reviewed the existing customer experience relating to public transport disruptions and created service design blueprints to highlight the key pain points Developed new ways to communicate disruptions at all customer touch points			
Building design team in Victoria.Directing &	 Delivered new Global Experience Library, to make disruptions and actions easier to understand Created an interactive experience to assist C-suite sign off. 			
planning projects. Department resourcing Department Budgets Lead relationships	 \$20M funding for HCF internal road map approved. How? Developed a business strategy showing how the client should prioritise and implement the many product changes they had on their road map. Required understanding C-suite stakeholders as well as conducting feasibility and impact assessments. 			
with clients Mentor designers Conduct IIX	Helped RACV's Arevo app remain a popular map app among cyclists. How? Redesigned their route planning app to make cycle routes more prominent. It tilised crowd sourcing of popular routes among cyclists.			

Utilised crowd sourcing of popular routes among cyclists

JOB history

JAN 20 - NOV 20

PRODUCT DESIGN LEAD

pandemic's impact on sales.

Myer

Myer is a retail clothing store similar to Macy's (USA) or John Lewis (UK). And has a substantial eCommerce platform.

CORE SKILLS

- **UX RESEARCH,**
- UX DESIGN.
- **UI PRODUCT DESIGN**

MAIN DELIVERABLE'S

- Improve "Add to Bag" process.
- Conduct user research
- Conduct user testing
- Conduct UX reviews

NB. Much of this contract was during COVID, therefore deliverable's are not easy to measure given the

KEY WINS

Made click and collect process simpler for shopping during COVID. How?

Restructured check out process to make this option more prominent

Helped reduce return rates on products How?

- Implemented TruFit technology.
- TruFit technology recommends the best size for customers based on clothing they wear, therefore orders are more likely to fit.

Helped increase Add To Bag on mobile. How?

- Implemented a fixed to page bottom Add to Bag button on mobile
- Previously button scrolled with page.

Helped increase the use of the MyerOne card. How?

- Made sign up and sign in process simpler
- Designed new ways to promote the number of Myer One points available per purchase

AUG 17 - NOV 19

EXPERIENCE DESIGN LEAD

Symplicit

Symplicit are a UX, CX, SD research and design consultancy who work with Government, Corporates and retail clients.

CORE SKILLS

- CX/UX/SD RESEARCH,
- CX/UX/SD DESIGN.
- WORKSHOP **FACILITATION**
- **DATA ANALYTICS**

ROLE SUMMARY

Experience Design and Research lead for one of Australia's top design and research consultancies.

KEY WINS

50% Increase in online form completion rate for Suncorp's Home Insurance quotes How?

- Reviewed Home insurance quote flow by conducting research, journey mapping, customer interviews, contextual inquiry with staff, data analysis, workshops, design thinking sessions, ux design, ui design, prototyping and user testing.
- Discovered one question could misprice insurance by 95%
- Simplified the product offering and pricing displayed

Increased purchases from AAMI Lucky club How?

- Conducted full research project and facilitated design workshop, in tight 2 week window.
- Identifying core benefit was hidden to users.
- Designed a site to promote events simpler and cleaner

Sped up delivery of new features for Crown Entertainment's customer management system. How?

- Established a 2 week sprint cycle incorporating discovery, user research, prototyping and testing
- Conducted service design blue prints to understand staff pain points
- Conducted persona research to better understand staff pain points

Aided winning RACV as a new client. How?

- Conducted a research and design project to understand why RACV roadside assist is losing popularity (and sales) and how to improve the service.
- Ran design sessions to improve the service
- Used affinity mapping to identify core demographics who were loyal customers.
- Identified insights that informed their creative strategy

Increased revenue earned by the Nova FM website, How?

- Redesigning the Nova Entertainment website to help ensure listeners became content readers.
- By spending more time on site, more ad revenue is earned.



CAREER CHANGE FROM ADVERTISING TO EXPERIENCE DESIGN & RESEARCH

MAY 16 - Jul 17	ART DIRECTOR CHE Proximity	Creating ads, developing concepts and art directing campaigns and pitches.	Art Direction,Concepting,Mentoring
DEC 14 - Feb 16	DIGITAL ART DIRECTOR Mustard Creative	Creating ads and digital experiences for clients.	Art Direction,Concepting,Digital Design
0CT 13 - Nov 14	DIGITAL ART DIRECTOR Cummins & Partners	Creating digital ads and experiences. Art directed designs & wrote copy for major brands. Helped win pitches for WA Tourism, Specsavers, & Vodaphone	Art Direction,Concepting,Copy writing
DEC 12 Jul 13	DIGITAL DESIGNER London Agency	Designing websites, Creative concepts for health care campaigns TVCs	Art Direction,Digital DesignConcepting
AUG 12 - Nov 12	DIGITAL DESIGNER Caramel Creative	Designing and building eCommerce websites, landing pages, EDMs.	Digital Design,Flash animation,Coding
DEC 10 - Aug 12	DIGITAL DESIGNER Clemenger BBDO	Designing & building EDMs, banners, landing pages and social assets	Digital Design,Flash animation,Coding

CAREER CHANGE FROM BANKING TO ADVERTISING

MAR 06 - Dec 10	STRATEGY MANAGER National Australia Bank	Led analyst team to create strategies to detect good and bad business risks. Delivered \$750 million saving	People Management,Strategy Development,Data Analysis
JUN 04 - Mar 06	STRATEGY LEAD National Australia Bank	Risk strategy analysis of NAB's business banking portfolio. 2 Direct reports	Project Management,Strategy Development,Data Analysis





EMIGRATED FROM UK TO AUSTRALIA

APR 02 - <i>May 03</i>	SENIOR BUSINESS ANALYST National Australia Bank	Strategy, Data and Business analysis of NAB UK's delinquent portfolio	 Project Management, Stakeholder management, ment, Data Analysis
MAY 00 - Apr 02	INTERNATIONAL RISK ANALYST GE Capital	Managed projects in GE Capital businesses across Europe	 Project Management, Stakeholder management, Data Analysis
MAY 99 - May 00	FORECAST ANALYST GE Capital	Developed Forecasting models to predict call centre resource needs	 Project Management, Stakeholder management, Data Analysis

