



Mikael Metthey

Design & Experience

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With a lifelong dedication to crafting exceptional user experiences, I blend creative and scientific methodologies to develop user-centric solutions.

Grounded in strategic vision, I align UX initiatives with broader business goals, ensuring our solutions drive both user satisfaction and business success.

As a design leader, I unite diverse talents to transform insights into actionable plans, fostering a culture of innovation and continuous improvement. I lead transformative projects focused on enhancing user experiences, ensuring scalability and adherence to accessibility standards.

My approach emphasises a user-centric mindset, curiosity and attention to detail, driving meticulous exploration of creative solutions.

Beyond technical proficiency, I bring pragmatic leadership, effective communication and a passion for learning. I advocate for ethical design practices prioritising user empowerment and safety.

I am eager to inspire teams to create exceptional user experiences that fuel business success.

SKILLS AND EXPERIENCE

Lead Interaction Designer | Contract

Ministry of Justice

June 2025 - Present



- Delivered designs to replace the legacy system for needs assessment, adapting it for the prison context to make the process clearer for practitioners.
- Worked with the UCD team and stakeholders to produce high-fidelity prototypes, both to test with users and to support developers in implementation.
- Developed paper-based versions of the assessment to ensure accessibility in restricted environments and provide a scalable solution for use across all UK prisons.

Lead Interaction Designer | Contract

Ministry of Housing, Communities & Local Government

May 2024 - March 2025



- Delivered new designs for internal and public tools, enhancing the application experience to accelerate grant publishing rates and reduce costs.
- Led an agile User-Centred Design team, ensuring the service is ready for assessment and adheres to GOV.UK design standards.
- Led multi-disciplinary collaborations to engage the team in design thinking and exploring solutions in an agile way.

Senior Interaction Designer | Contract

Department for Environment, Food & Rural Affairs

May 2022 - Apr 2024



- Delivered key designs for 2 new services, enhancing grant applications and data transparency to improve farmer autonomy.
- Led an agile User-Centred Design team, ensuring the design of the service adhered to the GOV.UK design system and WCAG 2.2

Senior Interaction Designer | Contract

UK Health Security Agency

Oct 2021 - May 2022



- Led a design squad for the NHS COVID-19 App, ensuring accurate reflection of policy changes in a fast-changing environment.
- Conducted research to support iterative design changes, driving continuous improvement aligned with rapidly evolving user needs and policies.
- Collaborated with stakeholders, integrating user-centred design findings into decision-making for the critical public health app.

Senior Interaction Designer | Contract

NHS Digital

Nov 2020 - Oct 2021



- Designed and tested changes to improve the user experience for the NHS' COVID Vaccine Research Portals, incorporating user feedback.
- Explored service find-ability and recommended UX changes, assessing user provenance through Google or NHS.UK Information Architecture.
- Improved the NHS app 'repeat prescription' journey by enhancing continuity and providing additional signposting for better discovery.

Senior UX Designer | Contract

BCG Digital Ventures

Jul 2020 - Oct 2020



- Shaping the user experience for a digital companion that empowers asset managers to optimise the performance of their wind turbine fleets.
- Translated complex machine learning algorithms into an intuitive user interface to align with the mission of empowering asset managers.
- Applied a user-centred design approach to better understand asset managers' needs, addressing key pain points.

Head of User Experience | Contract

Machinemax

Aug 2019 - Jan 2020



- Led strategic design initiatives, paving the way for a future collaboration with HS2, one of the UK's most impactful infrastructure projects.
- Developed innovative dashboards for better asset and resource management, ensuring compliance with emission standards across multiple projects.

Founder | Full-time

Careviz

Jun 2016 - Oct 2020



Careviz

- Founded and designed Careviz with a key mission to address challenges faced by cancer patients.
- Provided leadership, guiding the mission and team towards creating a more supportive and inclusive digital health platform.
- Designed a store and features to facilitate community engagement, allowing patients to share their journeys and connect with others facing similar conditions.

User Experience Designer | Full-time

Intel

Jul 2011 - Jan 2016



- Led a design team and collaborated closely with an NLP engineering team, facilitating the delivery of an advanced Chrome extension.

Interaction Designer | Full-time

Samsung Design Europe

Oct 2008 - Jul 2011



- Worked across mobile and home appliances teams to create compelling visions of next generation home appliances.

EDUCATION

MA Design Interactions | Full-time

Royal College of Art | 2005 - 2007

- Learned advanced skills in human-centred design, emerging technologies and strategic thinking for shaping the future of interactive experiences.



BA Digital Media | Full-time

University of the Arts London | 2002 - 2005

- Explored design, multimedia storytelling, and interactive web technologies, preparing for dynamic roles in the evolving landscape of digital media.



KEY SKILLS

- ★ User-Centred Design
- ★ UX Strategy
- ★ Team Leadership
- ★ Project Management
- ★ Prototyping
- ★ Usability Testing
- ★ Interaction Design
- ★ Accessibility
- ★ Collaboration
- ★ Agile Methodology
- ★ Problem-Solving
- ★ Communication

TOOLS

Adobe Suite

Figma

InVision

Mural

JIRA

Confluence

Github

HTML5

ChatGPT

LANGUAGES

English | Fluent

French | Native

German | Intermediate

Portuguese | Basic