


SEAN REDINGTON

I'm a **practical problem solver** that does more than push pixels. I drive value by **solving complex user problems** for **Fortune 500 companies, startups** and **agencies** across **web** and **mobile** applications.

 Portfolio

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HEAD OF PRODUCT DESIGN

Getmee AI, Melbourne

CONTRACT

 MAY 2025 - AUG 2026

Led the product strategy and design across 15+ white-label apps, doubling the userbase to 40,000 users as the sole-designer with a 12-person engineering team.

- Applied systems thinking to deliver AI-powered learning experiences, validated through pilots in varying geographies, with 89% of 1,100+ students wanting it to continue in their curriculum.
- Built a scalable design system and white-label infrastructure that cut new app deployment from weeks to 2 hours, enabling simultaneous feature releases across all apps.
- Introduced product processes including a Product Council, UX office hours and Notion documentation that shifted the team from reactive to roadmap-driven, growing the userbase from 20,000 to 40,000.



UX/UI DESIGNER

Marlin Communications, Melbourne

CONTRACT

 JAN 2025 - JUN 2025

Led UX research and design of a number of high traffic websites within the charity space, ensuring user's goals were at the heart of all decision making.



UX DESIGNER

CYGNVS, Dublin

 MAR 2022 - MAY 2024

As a Lead Designer across multiple teams I played a key role in growing the user base by over 300%, creating high quality, security conscious features in a start-up within the Cyber Security space.

- Designed patented features that use large language models (LLMs) to solve core user problems.
- Played a critical role in roadmap planning and execution for teams across multiple geographies and deuces which expanded the user base by over 300%.
- Involved in interviewing, hiring, onboarding and up-skilling a team of designers both on and off-site.



SR ASSOCIATE UX DESIGNER

Workday, Dublin

 JAN 2019 - AUG 2019 | SEP 2020 - MAR 2022


Hired as an intern, rehired as a graduate and then promoted to Senior Associate UX Designer. I led a scrum team across web and mobile on Workday's fastest selling product ever.

- Designed and carried out research studies, built wireframes, prototypes and high fidelity product features within scrum teams that worked in an agile way delivering quality features to users.



BSC Product Design & Technology

University of Limerick, Limerick

 SEP 2016 - MAY 2020