

CONTACT

derry@monospace.studio
monospace.studio
linkedin.com/in/derrybirkett

AVAILABILITY

Barcelona-based
Remote or hybrid
UK & EU right to work
Open to new roles

CORE SKILLS

Product / UX Design
Design Systems & Component Libraries
Design Tokens & Theming
User Flows & IA
Prototyping & Wireframing
Accessibility (WCAG)
Figma (advanced)

LEADERSHIP

Player-coach leadership
Mentoring & coaching
Hiring & team building
Design sprints
Stakeholder management

TECHNICAL

Git, React, Docker
Design-to-code / dev handoff
AI agents & agentic workflows (Claude Code, autonomous review/merge pipelines)

LANGUAGES

English — native
Italian — fluent
Spanish — fluent

EDUCATION

BA, Computer Systems Analysis
University of the West of England, Bristol

Derry Birkett

Head of UX & Product Design · Hands-on Player-Coach

HANDS-ON DESIGN LEADERSHIP · SCALEUP & GROWTH-STAGE

PROFILE

Hands-on UX and product design leader with 18+ years across SaaS and enterprise. I lead from the work — designing and shipping in Figma alongside the team while setting direction, growing people and raising the craft bar. At CloudBees I scaled design from 3 to 9, led a core-product redesign customers called a 'quantum leap', and built and owned the product design system.

EXPERIENCE

Head of Product Design — Capcade 08/2026 – present
Fintech SaaS · Fund management

- Moved product work to test-first: model the users and test the models before building.

Lead Product Designer / Head of Design — CloudBees 02/2020 – 04/2026 · 6 yrs
Enterprise SaaS · DevOps · Platform

- Led from the front: designed and shipped a core-product redesign hands-on in Figma — customers called it a 'quantum leap' in user experience.
- Built and owned the product design system — component library, design tokens and usage patterns adopted across product and engineering, with WCAG targets, automated accessibility checks and VPATs for large clients.
- My research team found developers spent most of their time fixing errors in pipeline logs; that finding became CloudBees Pipeline Explorer, designed by one of my reports.
- Prototyped and built the company's first AI chatbot dashboard (Beebot) at a hackathon, designing agentic onboarding flows.
- Scaled the team from 3 to 9 and mentored specialists across research, product UX and design systems — while remaining the hands-on lead on flagship work.

Lead, Design Systems — Oracle NetSuite 11/2016 – 02/2020 · 3 yrs
Enterprise SaaS · ERP

- Designed a WCAG-targeted UI catalog and component library from the ground up.
- Wrote the design-system documentation that became the standard for product and engineering, and won adoption across three key teams, starting with Analytics.
- Ran the design sprint that set the product-refresh strategy; led a team of 4 (UX, visual, content) while staying hands-on.

Lead UX Designer (contract) — Mat3ra (Exabyte.io) 04/2016 – 09/2016 · 6 mos
Remote · SaaS platform

- Sole designer repositioning a tool as a platform: onboarding, information architecture and core flows.

Art Director → UX Lead — Machinas 2015 – 2016
Barcelona, Spain · Hugo Boss & Esprit

- Art-directed Hugo Boss and Esprit digital surfaces and turned their brand language into reusable UX: site-wide flows, a mobile grid, an Apple Watch storefront.

Freelance UX Designer — Monospace.Studio 2012 – 2015 · 3 yrs
Barcelona, Spain

- Telanto: design system, brand refresh and marketing website (team of two). IESE: personas, story-mapping, IA and working prototypes.
- Life Agency, Bologna: contract Art Director across the agency's clients (2013–15).

EARLIER

- Founder — ShortStayApartments.com (2007–2011): bootstrapped a SaaS rental platform to 500+ listings; acquisition exit in 2011.
- Senior Designer — Machinas (2005–2006): UI design for the Esprit global store.