



Thomas Divett

UX Designer and Researcher

Age 23 · Vienna / Edinburgh · Open to relocation and remote work

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PROFILE

UX designer and researcher completing an MSc in Human Computer Interaction at the University of St Andrews, with a BA in Animation and Games. I take projects from user research through to tested, working prototypes, combining interviews, surveys and usability testing with sketching, Figma and code. My art background lets me communicate ideas visually, from storyboards to high-fidelity interfaces. Seeking junior, graduate or internship roles in UX design and research.

EDUCATION

MSc Human Computer Interaction · University of St Andrews

Sep 2025 – Sep 2026

Expected 2:1. Dissertation: *Rock the Rainforest*, a user-centred interactive museum exhibit (see Projects). Coursework in user-centred interaction design, software architecture and agile development.

BA (Hons) Animation and Games · Arts University Plymouth

Sep 2021 – Jun 2025

2:1. Foundation in illustration, visual storytelling and digital art that now underpins my sketching, storyboarding and interface design.

PROJECTS

Rock the Rainforest · MSc dissertation, solo project with client

2026

An interactive museum exhibit that teaches visitors about chimpanzee drumming culture by having them drum for themselves.

- Ran the full double diamond process: journey maps, user stories, six sketched concepts, wireframes and a decision matrix
- Built a high-fidelity prototype pairing JavaScript (p5.js) software with a laser-cut drum and micro:bit controllers
- Ran user testing with a Qualtrics survey and observation; findings led to on-device menu controls, a redesigned selection dial and larger hit zones

Pharmaceutical Laser Device · Team of 3, university clients

2025

The device and desktop interface for a laser that detects counterfeit medication through its packaging, for use in Ghana.

- Led client research: a 40-minute semi-structured interview, a lab demonstration and a Qualtrics survey; adapted with remote observation when users were out of reach
- Created the persona, user stories and user journey diagram, and co-built the work activity affinity diagram
- Led the physical device design, prioritising user safety over a client preference, and built a low-fidelity prototype; wireframed the key interface screens

Room Booking System · Multidisciplinary team of 5

A prototype room booking system for the university. Led UX and documentation, contributed to the software architecture, and acted as Scrum Master, running sprints on Kanban boards.

Hackathons

- *Touch Grass* (2025): co-built an app using electronics and a camera to detect when someone had been seated too long and prompt them until they left to take a walk
- *BlackRock hackathon*, University of St Andrews: built a code-cracking challenge with micro:bits

SKILLS

UX research: interviews, surveys and questionnaires, usability testing, A/B testing, participant screening, informed consent, thematic analysis, ANOVA

UX design: personas, user stories, journey maps, affinity diagrams (WAAD), storyboards, mood boards, wireframes, low-to high-fidelity and physical prototypes

Process: double diamond, Scrum (Scrum Master), design sprints, Kanban

Tools: Figma, Adobe Photoshop, Illustrator and XD, Miro, Qualtrics, Canva, Excel, GitHub, Blender, Overleaf

Code and hardware: Python, JavaScript, Arduino, micro:bit

Software architecture: UML and C4 modelling, architecture recovery

Languages: English (native), German (basic)