

James Spiller

UX Designer

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LinkedIn: [linkedin.com/in/james-spiller-digital-learning](https://www.linkedin.com/in/james-spiller-digital-learning) | **Location:** NW London, UK.

Personal Summary

Educator-turned-UX Designer with 12 years creating accessible and engaging digital learning experiences, including 5 years as Head of Digital Learning. Led school-wide initiatives for 420 students, achieving a 97% satisfaction rate from parents during a digital platform redesign and driving year-on-year increases in student engagement. Experienced in research, prototyping in Figma, and inclusive design practices, with a proven track record of improving accessibility compliance. Collaborative and detail-oriented, bringing a unique perspective as an educator-turned-designer who translates complex needs into intuitive digital solutions.

Key Skills & Experience

- **UX & Design:** User Research, Wireframing, Prototyping, Usability Testing, Accessibility (WCAG)
- **Learning & Digital Design:** Curriculum Development, E-learning Platforms (Google Workspace, Microsoft 365, Genially), Online CPD & Digital Content Creation
- **Technology & Leadership:** Digital Strategy, Project Management, Agile Methods, Staff Training & Stakeholder Engagement
- **Core Competencies:** Problem Solving, Creativity, Empathy, Communication, Collaboration

Professional Experience

2025 – Present | UX / Product Design Career Accelerator - King's College London

Industry-recognised programme supporting professionals transitioning into UX/Product Design.

- Gained expertise in user research, information architecture, prototyping, and usability testing.
- Applied design thinking and agile methodologies to a real-world employer project, developing a digital learning product from research through to interactive prototype.
- Built a portfolio of UX case studies including a KS1–2 spelling practice app and an AI CPD module for teachers, showcasing end-to-end design processes.
- Collaborated with peers and mentors in sprint-based design cycles, presenting work to industry stakeholders.

2020 – Present | Head of Digital Learning - St Jérôme Bilingual C of E School (London, UK)

Lead digital strategy, computing curriculum, and IT infrastructure for a 420-pupil bilingual primary school.

- Designed and delivered a digital learning curriculum, embedding accessibility and engagement principles for diverse learners.
- Produced interactive learning experiences (videos, quizzes, online discussions), applying instructional design and UX methods.
- Upskilled staff through workshops, coaching, and digital CPD, improving digital confidence.
- Mapped user needs (teachers, pupils, parents) to inform platform procurement and roll-out, aligning technology with learning goals.
- Introduced and managed cybersecurity policies, digital platforms, and user systems, ensuring safe and seamless experiences.

2023 – 2024 | Freelance Facilitator – Podcasting Project - National Army Museum (London, UK)

Designed and delivered an interactive digital media programme for learners aged 11–18.

- Applied learner-centred design principles to make sessions engaging and accessible to a broad audience.

2019 – 2020 | Head of Computing - Bishopsgate Independent School (Windsor, UK)

Led ICT curriculum development and digital learning strategy for 300+ pupils.

- Developed and tested digital learning resources, evaluating impact with both qualitative and quantitative data.
- Established and administered the school's digital learning platform, ensuring smooth onboarding and usability for staff and pupils.

2014 – 2019 | Class Teacher & MFL Lead - Heavers Farm Primary School & Chapel End Junior School (London, UK)

Taught across KS1–2 and managed Modern Foreign Languages provision across two federated schools.

- Redesigned MFL curriculum to improve learner outcomes and engagement.
- Integrated digital learning practices into classroom delivery, supporting early ICT adoption.

2013 | Collaborative Video Facilitator | Durham University (Palawan, Philippines)

Managed co-creation of an educational film on malaria prevention with young people, applying participatory design.

2013 | Project Manager | Film London Cinema Project & Vodafone Foundation (London, UK)

Facilitated young refugees & asylum seekers in co-designing films and community film events.

2008 - 2013 | Media analyst & Social media researcher | Precise Media (London, UK)

Analysed corporate PR media & social media analysis.

Qualifications & Training

National Professional Qualification in Senior Leadership (2020)– Institute of Education

Teach Computing (2020) – British Computing Society & Chartered Institute of IT

Google Educator Level 2 (2021) – Google

Apple Certified Teacher (2023) – Apple

HTML, CSS, JavaScript, React, Web App Development, UX Design (2023 - 25) – Codecademy

2013-14	PGCE - (Modern Foreign Languages)	Outstanding
<u>Goldsmiths, University of London</u>		

2008 - 09	MA Documentary Film	Pass
<u>London College of Communication, University of the Arts London</u>		

2002 - 2005	BA Modern History	2:2
<u>Worcester College, University of Oxford</u>		

11 GCSE's, 4 A Levels & 1 AS Level

Languages: English (Native) | Spanish (Fluent) | French (Intermediate) | Italian (Intermediate) | Portuguese (Beginner)