

Myles Holman



Lead / Senior Product Designer / UX / UI

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Over 20 years of experience crafting user-centered solutions for responsive web, mobile apps and data-heavy platforms. Focusing on blending intuitive design with business strategy, solving complex challenges through research, prototyping, and scalable design systems. Leveraging emerging technologies such as generative AI and Agents to streamline workflows and enhance user experiences across industries.

Personal Portfolio - Product Designer / Developer | mylesholman.com

Jan 2000 - Present

Design Engineer | Passionfruit (Freelance) | Aug 2025 - Oct 2025 | London Area, United Kingdom - Remote

Lead a small content team on a website rebuild for a market leading US based stock trading hardware/SaaS. Working both design and development, leading UX design principals, video Gen AI, WordPress and leveraging Figma MCP with Cline design engineering.

Career Break - Travel | Nov 2024 - Apr 2025 (6 months) | Vancouver, British Columbia, Canada

Senior Product Designer | Edgefolio | Mar 2024 - Oct 2024 | London Area, United Kingdom

Edgefolio is an award-winning Fintech scale-up delivering technology platforms to cap intro and fund marketing teams to accelerate and enhance the capital raising process.

- Planned and executed white-label and new feature designs, securing client sign-off for 70% of ARR
- Ensured alignment with C-level executives, engineering, and product teams
- Led platform-wide UX/UI uplift while laying foundation for a new design system and product principles
- Research and analysis to refine multiple user personas from the platform's 10-year evolution
- Remote and in-person workshops, leveraging insights by context experts to inform decision-making

Senior Product Designer | Titanbay | Sep 2022 - Oct 2023 | London, England, United Kingdom

Titanbay helps private banks and wealth managers build well diversified portfolios in private markets, offering unparalleled access to some of the world's best private market investment opportunities.

- Simplified a complex Figma design system, integrating new features and aligning with Storybook
- Designed user 0-1 onboarding (KYC) and investment forecasting tools, iterating with data-driven feedback
- Streamlined complex processes for users, applying data visualization techniques
- Lead expertise in user-centered design, responsive design, and design sprints

Lead UX Designer | Globant | Feb 2022 - Jun 2022 | Global - Remote

Globant (NYSE:GLOB) is a world leader in digital and cognitive transformation, with a presence in 25 countries and over 27,000 professionals.

- Conducted qualitative user research, including over 20 one-on-one interviews
- Wireframing and rapid prototyping throughout user testing and one-on-one interviews
- Designed the desktop/mobile responsive UI for a new home buyer customer portal for a property developer
- Defined requirements, built prototypes, and collaborated with a global engineering team

Principal Product Designer | ISB Global | *Mar 2020 - Feb 2022* | London, United Kingdom

ISB Global develops and implements software that integrates, automates, and simplifies to drive greater operational efficiency and profitability for organizations that operate in the waste, recycling, clean energy, and environmental sectors.

- Led UI/UX design for a waste management logistics platform, from work orders to reporting
- Conducted remote workshops with global teams
- Managed customer service and back-office platform design
- Mentored a junior team in native mobile app development with Outsystems low code platform

Senior Product Designer | Chainalysis | *Sep 2019 - Dec 2019* | London, United Kingdom

Chainalysis, backed by Benchmark and other leading names in venture capital, is a web3 company that helps global law enforcement agencies, regulators, and businesses combat illicit cryptocurrency activity.

- Led user research with MET Police special investigations, developing personas
- Designed storyboards, user journeys, and flows
- Iterated on the flagship investigation platform with a global team
- Designed and launched a user and license management system

Lead UX Designer | Enterprise Nation | *Apr 2019 - Sep 2019* | London, United Kingdom

Enterprise Nation is a network of small businesses and business advisers that has helped thousands of people achieve their entrepreneurial goals.

Lead Product Designer | Gravicus | *Jul 2017 - Jan 2019* | London, United Kingdom

Gravicus provides businesses with dynamic data management tools using a multitude of AI capabilities (Eg: machine learning and natural language processing) to search, analyze and organize data rapidly for protection, compliance and insights.

Senior Product Designer | Oracle America | *Oct 2016 - Dec 2018* | USA - Remote

Servicing as a Design Vendor; re-skinned the UI and optimized content widgets of internal sales marketing community software used across U.S. teams.

Senior Product Designer | Deloitte | *Apr 2017 - Jun 2017* | USA - Remote

Serving as a Design Vendor; I helped plan and storyboard digital ads while collaborating with teams across the U.S. for their global Deloitte tax@hand mobile app launch.

Core Skills

User Experience: User research and analysis, Interviewing, Workshops, Usability testing, User mapping, Persona building, User journeys, Site mapping, Wireframing, Rapid prototyping

User Interface: Figma, Axure, Adobe, Design systems, Styleguides, Graphic design, Mobile design, Responsive web design, Design organization

Development: HTML/CSS/JS, PHP/mysql, React/Angular, Docker, Wordpress, Git/Github
Figma MCP > VSCode > Cline, Cursor

Gen/AI: Local private running LLMS (Ollama, LLM Studio), AI Generative Image/Video (Google AI Studio, Flow, OpenAI), Custom agents, MCP, Webhooks, Automation/workflows (n8n, Zapier)

Industry Expertise: B2B, B2C, B2B2C, SaaS, Enterprise, SME, Startup, FinTech, Insurance, Web3, Logistics, Marketplaces, Automotive, Sports betting, Casino