

Konnaire

Konnaire Scannell
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Résumé.

With over a decade of experience designing and leading across industries, I've built award-winning fintech, language learning apps for kids, in-class digital tools for teenagers, and products for some of the UK's leading charities and not-for-profits.

Experience:

LendInvest

LEAD PRODUCT DESIGNER: APRIL 2024 - PRESENT
SENIOR PRODUCT DESIGNER: OCTOBER 2021 - MARCH 2024

At LendInvest I am making specialist mortgages – and the tech that supports them – more accessible.

- Responsible for research, testing, brand decisions, and mentoring junior designers.
- Led on work that reduced mortgage application time by 11%.
- Reduced in-bound support calls related to applications by 55% through design interventions.
- Led the introduction of proprietary software to save the business up to 80% in mortgage processing times.
- Oversaw design on projects which won multiple industry awards, such as Fintech Provider of the Year 2023 (GlobalCapital), Mortgage Platform of the Year 2023 (W&F International), and Top Digital-First Lender 2025 (Smart Money People).

Lingumi

DESIGN MANAGER: JUNE 2020 - SEPTEMBER 2021

I led a team of product designers, illustrators, and games designers, with responsibility for the end-to-end experience across an audience of toddlers and their parents.

- Introduced a progression framework for all designers.
- Set up a team-wide approach to user research.
- Oversaw the implementation of Lingumi's first design system and brand guidelines.
- Worked on features that saw retention improve by >10%.

EF Education First

SENIOR PRODUCT DESIGNER: AUGUST 2018 - MAY 2020

At EF I helped design an international digital teaching tool where teachers can manage their lessons across iOS and web platforms. I helped define the experience, test, and then →

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← *experience continued*

created pixel-perfect interfaces.

- Led design on a project that saw a 27x lift in teacher activation.
- Conducted remote and in-person testing with users aged 13-70 across the Nordics, Germany, Spain.

Super Being

PRODUCT DESIGNER: FEBRUARY 2016 - AUGUST 2018

Led research, design, and handover. Clients of mine at Super Being included AllBright, Breast Cancer Care, Oxfam, The Brilliant Club, Sporting Memories Foundation, NSPCC, CAST, and NCVO.

- Delivered work which won and was nominated for multiple awards, including 'Best Health Project' at the National Lottery Awards.
- Created initial brand and design system guidelines for many charity and not-for-profit organisations and projects.

Routemap

FOUNDING DESIGNER: SEPTEMBER 2014 - DECEMBER 2016

As the founding designer I worked directly with several Russell Group universities to deliver working prototypes, gaining significant seed funding from Wayra Unltd.

Freelance

BRAND, PRODUCT, AND WEB DESIGN PROJECTS: 2012-PRESENT

Clients have included musicians, education companies, music festivals, early-stage SaaS companies, beekeepers, film festivals, and a vicar.

Education:

University of Greenwich - BSc. Computer Science

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cover letter!



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Cover letter

Who am I?

With over a decade of experience designing and leading across industries, I've built award-winning fintech, language learning apps for kids, in-class digital tools for teenagers, and products for some of the UK's leading charities and not-for-profits.

In my free time I am a noise maker, playing any **instrument** I can get my hands on, and when I'm not doing that you can probably find me travelling about in a bright yellow van.

I take a lot of photos, and build and tinker on things for the World Wide Web to host those photos [here](#). I climb, **cycle**, run, and surf. I work on a creative writing and design project – a semi-regular newsletter and digital scrapbook – [with my partner here](#).

Basically, I love building silly things for the web.

Conservation, social mobility, accessibility of education and the democratisation of quality healthcare are all causes close to my heart.

What can I bring?

I specialise in bringing clarity to complex experiences, with a focus on user research, rapid prototyping, storytelling and systems thinking. To keep this brief, here are some projects that I'm particularly proud of:

- LendInvest: **How we cut mortgage application times by 11% and reduced inbound support calls by 55% through design intervention.**
- EF Class / EF Education First: **Designing for a 27x lift in teacher activation.**
- Lingumi: **Improving retention by 10% through encouraging pre-schoolers to learn together.**
- Working on wonderful projects for charities and not-for-profits in the UK, such as the **BECCA app** for Breast Cancer Now, winning the 'Best Health Project' award at the National Lottery Awards.

Looking forward to hearing from you.

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