



Konnaire Scannell
Lead Product Designer
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Résumé.

With over a decade of experience I've designed award-winning fintech, language learning apps for kids, and products for some of the UK's leading charities and not-for-profits – with experience across agencies, start-ups, and large organisations.

Experience:

Senior Product Designer | Starling (bank)

AUGUST 2026 – PRESENT

Lead Product Designer | LendInvest (specialist mortgage lender)

OCTOBER 2021 – JUNE 2026

At LendInvest I made 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).

Design Lead | Lingumi (pre-K ed-tech platform)

MAY 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%.

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Senior Product Designer | EF Education First (ed-tech platform)

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 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.

Product Designer | Super Being Labs (design-led tech for good agency)

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.

Founder / Designer | Routemap

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.

Education:

University of Greenwich - BSc. Computer Science

Volunteering:

The Scouts – Team member

don't miss the
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.

I take a lot of photos, and tinker on things to host those photos. I climb, cycle, and surf. I run a creative writing and design project: a semi-regular digital scrapbook. Basically, I love building silly things for the web and learning new technologies.

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.

Across my career I've worked on products that often touched tens of thousands of users and led design teams in fast-paced environments. Through these experiences I have honed the skills to be able to balance user, stakeholder, and feasibility needs with a design team's ways of working and creative standards, supporting teams to deliver high quality work and develop professionally.

To keep this brief, here are some projects that I'm particularly proud of:

- LendInvest: Reducing support calls by 55% through design interventions
- Lingumi: Improving retention by 10% through encouraging pre-schoolers to learn together.
- Working on wonderful projects for charities 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.

konnaire