Richard Marseglia

Senior Product Designer, Enterprise SaaS
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Senior Product Designer with 8+ years designing enterprise SaaS for logistics, supply chain and fintech. I do my own user research, map real workflows with the people who use them, prototype quickly and hand over designs that engineers can build without guesswork. I started out as a front-end developer, and I bring 6+ years as a Scrum Master, so I'm at home in agile delivery. I've led two designers while staying hands-on, and across my roles I've cut time-to-market by 25% by bringing engineering into the design process earlier.

EXPERIENCE

Strategic Product Partner
Equity House
Hybrid, 02/2024 - Present (alongside Epicor until 05/2026)

- Audited legacy digital and physical touchpoints for the UK's leading career show, and helped prioritise what to fix based on business goals and what could realistically ship.
- Built UI assets, a design library and a component framework that made the multi-channel campaign platforms consistent and cut duplicated design work.
- Worked inside the team running the event's cross-platform operations and infrastructure, so design decisions were made alongside the people delivering them.

Senior UX Designer / Product Design Manager
Epicor
Peterborough, 11/2021 - 05/2026

- Led two designers on the Data Interchange platform while staying hands-on, setting direction and doing the day-to-day design work myself.
- Built a unified design system from research with end users and operational teams, removing duplicated effort across three teams and three products.
- Worked from the same backlog as product and engineering on enterprise SaaS platforms for logistics and supply chain, rather than running a separate design track.
- Worked alongside engineers during build, cutting handover ambiguity and rework by validating decisions as we went rather than after the spec.
- Used AI tools (ChatGPT, Figma Make) to cut prototype turnaround from days to hours, so concepts reached engineering earlier.

UX/UI Designer and Scrum Master
Unipart Digital
Cambridge, 10/2019 - 11/2021

- Led the end-to-end redesign of Warehouse Management Systems, running the user research, workflow analysis, prototyping and usability testing myself on the warehouse floor. Rolled out across 10 key UK logistics and distribution centres.
- Built a component library that cut the time from request to delivery to the engineering team by roughly half.
- Simplified workflows that spanned several interconnected operational systems and teams, rather than redesigning isolated screens.
- Designed across four agile teams at once, working inside live manufacturing and logistics systems rather than in a separate design function.
- Ran as Scrum Master alongside design, so delivery and design decisions were made in the same conversation.

Senior UI Designer

Thomas Cook Money

London, 11/2018 - 09/2019

- Designed a travel card product for parents and younger travellers, across mobile and web, in a fast-moving fintech team.
- Built high-fidelity prototypes early and tested them against real customer journeys before build, rather than after.
- Simplified complex financial workflows to cut friction and support customer self-service.
- Applied Material Design principles to keep interfaces accessible and consistent across platforms.

Front-End Developer / Senior Java Developer / Scrum Master

Thomas Cook

London, 06/2004 - 11/2018

- Built interfaces in HTML, CSS, JavaScript and React for large-scale travel and retail systems, shaping UX decisions from the inside. This is where my habit of working in the same room as engineers comes from.
- Partnered with design, product and engineering on B2C and B2B eCommerce work, and ran agile delivery as Scrum Master across large teams.

EDUCATION

Professional Diploma - UX Design

UX Design Institute

London, 01/2021 - 08/2021

- User-centred design methodology, research and prototyping, with multiple projects simulating real-world UX challenges.

HNC - Civil Engineering

Pearson

Peterborough

- A grounding in technical problem-solving, structural principles and spatial thinking.

SKILLS

Product Design, UX Strategy, Interaction Design, User Research, Usability Testing, Design Systems, Rapid Prototyping, Figma, B2B/SaaS Product Experience, Product Discovery, Cross-Functional Collaboration, Systems Thinking, Wireframing, Workshop Facilitation, Agile, AI-Assisted Design Workflows, Understanding Technical Constraints, JIRA, ChatGPT, Claude Code, Adobe Suite, HTML/CSS