

Richard Marseglia

Senior Product Designer, embedded in enterprise SaaS

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Senior Product Designer with 8+ years embedded directly inside enterprise engineering and operations teams, building SaaS products for logistics, supply chain and fintech. Background spans front-end development and UX, so I work fluently at the boundary between design and delivery, sitting with users, mapping real workflows, prototyping fast, and handing off implementation-ready solutions with minimal ambiguity. Reduced time-to-market by 25% by getting involved earlier in the delivery cycle and validating concepts directly with engineering rather than over the wall. Comfortable operating inside complex, undocumented, or fast-moving systems where the job is as much systems-thinking and translation as it is UI.

EXPERIENCE

Strategic Product Partner

Equity House

Hybrid, 02/2024 - Present

- Working directly inside the team behind the UK's leading career show, applying product design and systems thinking to its cross-platform operations and event infrastructure.
- Auditing legacy touchpoints and connecting business goals with what actually ships, across both the digital and physical parts of the event.
- Built scalable UI assets, design libraries and component frameworks to bring consistency and cut duplicated effort across multi-channel campaign platforms.

Senior UX Designer / Product Design Manager

Epicor (Data Interchange)

Peterborough, 11/2021 - 05/2026

- Worked directly inside product and engineering teams for enterprise SaaS platforms in logistics and supply chain, working from the same backlog, not a separate design track.
- Sat with end users and operational teams to map real workflows, then translated findings into a unified design system that removed duplicated effort across the org.
- Used AI-assisted tooling (ChatGPT, Figma AI) to compress the distance between idea and validated prototype, cutting design iteration time and getting concepts in front of engineering earlier.
- Worked hands-on with engineers during build, reducing handover ambiguity and rework by validating decisions in-flow rather than after spec.
- Directed a small design team while remaining hands-on, splitting time between setting direction and doing the embedded, day-to-day problem-solving myself.

UX/UI Designer and Scrum Master

Unipart Digital

Cambridge, 09/2019 - 11/2021

- Worked across four agile teams simultaneously, sitting inside live manufacturing and logistics systems rather than a standalone design function.
- Led end-to-end redesign of Warehouse Management Systems, doing the user research, workflow analysis, prototyping and testing myself, on the floor, with the people actually using the tools.
- Ran as Scrum Master alongside design work, so delivery alignment and design decisions happened in the same conversation, not in handoff.
- Operated across interconnected operational systems, simplifying workflows that spanned multiple teams and tools rather than isolated screens.
- Worked directly with stakeholders to define visual direction and keep cross-team delivery aligned, acting as the connective layer between product, engineering and the business.

Senior UI Designer

Thomas Cook Money

London, 11/2018 - 09/2019

- Embedded within a fast-moving fintech team, designing customer-facing banking products across mobile and web.
- Built high-fidelity, testable prototypes early, so ideas were validated with real customer journeys before build, not after.
- Applied Material Design principles to keep interfaces accessible and consistent across platforms.
- Simplified complex financial workflows to reduce friction and support customer self-service, working the problem from the user's side first.

Front-End Developer / Scrum Master / Senior Java Developer

Thomas Cook

London, 06/2004 - 11/2018

- Worked hands-on as a front-end developer inside large-scale travel and retail systems, building interfaces in HTML, CSS, JavaScript and React while also shaping UX decisions from the inside.
- This dual technical and design grounding is where the “embedded, ships code and design” instinct comes from, still the core of how I work now.
- Partnered closely with design, product and engineering to keep delivery user-centred rather than spec-driven.
- Supported eCommerce and digital transformation work across both B2C and B2B platforms.
- Ran agile delivery as Scrum Master, improving cross-functional communication and visibility across large teams.

EDUCATION

Professional Diploma - UX Design

UX Design Institute

London, 01/2021 - 08/2021

- Concentrated on user-centred design methodology, research, and prototyping. Completed multiple design projects simulating real-world UX challenges.

HNC - Civil Engineering

Pearson

Peterborough 07/1991 - 07/1997

- Developed a robust foundation in technical problem-solving, structural principles, and spatial thinking. Engaged in practical engineering projects requiring planning, precision, and real-world application.

SKILLS

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