

TOM PHILLIPS

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EXPERIENCE

Freelance Product Designer (Contract)

2022 → Current

UI/UX design, visual design, rapid prototyping and iteration, design system creation and maintenance, creating video demos for customer/market validation.

Select clients: Overtone, Vault, brand.ai, OVX, Firefly, Airwave

Hyperflow - Product Designer / Co-Founder

2019 → 2024

Responsible for the entire product lifecycle (including user research, product vision/strategy, product design, product management, and developer handoff) as well as company operations (recruitment, fundraising, customer acquisition etc.).

Cabal - Design Advisor

2022 → 2024

Advised on product design and general UX improvements for the alpha/beta releases of the Cabal web app.

Squareize - Product Designer / Co-Founder

2015 → 2018

Led all things product/design for the Squareize desktop app and browser extension, as well as all company operations.

Fox Sports - Creative Team Assistant / Promo Producer

2012 → 2015

Acted as inter-departmental liaison overseeing creative production + graphics + marketing teams in addition to producing video promos (video editing, scriptwriting, voiceover direction etc.).

EDUCATION

On Deck

Founder Fellowship (ODF6) - 2020

AFTRS

Diploma, Film and Screen Arts - 2011

University of Sydney

Bachelor's Degree, Media Arts - 2007-09

SKILLS

UI/UX Design

AI Product Design

Design Engineering

Prototyping in Code

Agentic Workflow Design

Design Systems

Interaction Design

Product Strategy

User Research

Technical Handoff

Video Production/Editing

TOOLS

Figma

Claude Code / Codex / Cursor

GitHub

Vercel

Storybook / Chromatic

Adobe CC