

Nakeem Carty

Contact Information

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Education

BSc (Hons) Digital Design

Brunel University London
Upper Second Class Honours (2:1)
2014 - 2017

BTEC Level 3 Ext. Diploma in IT

Uxbridge College
Distinction*Distinction*Distinction*
2012 - 2014

Skills

Technical Skills

- Visual & Interaction Design
- Design Systems
- Wireframing & Prototyping
- User Research
- Usability Testing
- Information Architecture
- Stakeholder Management
- Cross Functional Collaboration

Tools and Software

- Figma and FigJam
- Adobe Creative Suite (Illustrator, Photoshop, etc.)
- Google Workspace (Docs and Slides)
- Google AI Studio and Stitch
- Google Gemini and NotebookLM
- Claude Code
- UserTesting
- Slack

About Me

Product Designer with 6+ years designing complex B2B enterprise software, specialising in turning dense, high stakes workflows into clear, intuitive experiences. Comfortable owning a problem end to end, from early discovery and logic mapping through to high fidelity UI and developer handoff, and skilled at presenting that thinking as a clear narrative to senior stakeholders. Increasingly working with AI tools such as Claude, Google AI Studio, and Figma Make as part of daily practice, using them to speed up prototyping and research synthesis without losing sight of design judgement.

Work Experience

UX Designer at Salesforce

Feb 2022 – Present • London, UK

- Led design of the Commercial Quality Index tool, mapping complex deal structuring logic for Account Executives and Deal Desk reps into a single scored, guided experience, from early logic mapping through to a shipped product piloted in EMEA.
- Owned UI/UX for the Consumption Plan tool end to end, from empty state through KPI dashboards and data visualisation, giving account executives a single unified view of usage data.
- Led digitisation of the Teaming Agreement process for enterprise accounts including Disney, Amazon, and Google, presenting the work as a clear narrative to senior stakeholders through to sign off.
- Contributed to the Q Branch design system, delivering components and acting as a go to contact for peer designers on architecture and pattern selection, helping keep enterprise features consistent and scalable.
- Drove consensus on account page strategy by leading a review of feedback from 41 sellers, translating dense survey data into changes implemented directly by engineering.
- Directed a usability research campaign across 15+ sales users, using the findings to validate design direction and inform roadmap decisions for Pipeline Generation.
- Moved from an early FigJam workshop straight into a working prototype in Google AI Studio, sharing it as a live link so the wider team could react to something real rather than a static deck.

UX Designer at Salesforce

May 2020 – Feb 2022 • London, UK

Associate Digital Designer at Salesforce

- Designed and shipped Activity Editor across Slack and Solutions Workspace, becoming a core part of the Solutions Engineer onboarding workflow.
- First designer on the team to adopt Figma, building a structured, component based handoff process between design and engineering that is still in use.
- Ran usability testing on Future of Admin prototypes to validate direction and inform roadmap decisions.

Volunteer Experience

Boldforce UK at Salesforce

- Helped run programmes introducing young people from underrepresented backgrounds to opportunities in tech; supported initiatives celebrating Black culture, history, and achievements.