

Hanru Wehmeyer

UX Designer

Scotland · [PORTFOLIO LINK] · [EMAIL] · [LINKEDIN]

PROFILE

UX Designer shaping how educators manage and understand their students at scale, currently designing admin tooling at Genio. I default to asking why before how, on feature decisions, on process, on tooling. That same instinct shapes my view on AI in design: I use it deliberately, but I'm wary of it replacing authentic collaboration or letting a project drift on assumptions nobody's verified.

EXPERIENCE

UX Designer, Genio

June 2, 2025 – Present · Full-time

Contract title: Junior UX Designer.

- Played a lead UX role in reaching WCAG 2.1 AA compliance, including a complex redesign of the audio-capture (“audio bubbles”) interface, balancing colour contrast requirements against cognitive load through many iterations, with input up to CEO level, and pushed for the specific direction I believed was right through to a concrete decision.
- Operate as design lead within a cross-functional squad trio (product manager, tech lead, engineering manager), including stepping up to cover core PM responsibilities during an absence: consolidating scattered stakeholder input into a single source of truth and driving the squad to a concrete direction during a period of shifting priorities.
- Introduced a lightweight, asynchronous feedback workflow for the UX team, replacing the in-person “quick question” habit lost to remote work, structured around clearly framing the problem and narrowing exactly what feedback is being sought.
- Consistently push teams to interrogate the why behind a feature request or technical shortcut before committing to a how, keeping decisions grounded in verified user need rather than convenience or assumption.
- Design for Admin's full range of users (internal super admins, organisation admins, account managers), pushing the platform beyond a purely utilitarian feel toward something considered and pleasant to use.
- Refreshed App Store assets with a sharper, more CTA-driven design than previous versions.

UX Research & Prototyping, University of Dundee

Sept 2024–2024 · Stori project, NHS-sponsored

- Selected to continue a 3rd-year concept into a sponsored research project targeting NHS neonatal units, enabling parents to send recorded audio messages to premature or hospitalised infants.
- Designed low- and high-fidelity prototypes, ran user interviews, analysed findings, and authored a full research report on impact.

SKILLS

Figma / Lucidboard / Jira (cross-squad) / FigJam / Adobe Illustrator / Adobe Photoshop / Claude / Google AI Studio

EDUCATION

BSc (Hons) Digital Interaction Design, 1st Class

University of Dundee · 2021–2024

HND User Experience Design, A Grade

Edinburgh College · 2019–2021

ACHIEVEMENTS & INTERESTS

Dundee Uni Men's Hockey 1st XI Captain (2024)

Graphic design / Mixed media art / Data visualisation / Field hockey / Travel / Video games / Music