# Harry Payne

Product Designer

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## About

Product designer with 12+ years shaping digital and physical experiences at the intersection of hardware, software, and brand. Seven years as a Human Interface Designer at Apple, where I shipped 20+ Beats audio products, 3 applications, earned design awards and patents, and helped evolve the brand's interaction language across platforms.

I thrive in collaborative, strategically driven teams and bring a mix of systems thinking and visual craft, from defining product strategy to hands-on prototyping. My approach is rooted in balancing user needs and market context with business motivations to make sure we're designing the right thing — before designing things right.

## Experience

### Apple Inc.

Home, Beats and Ecosystem  |  Human Interface Designer  |  Culver City
05.2021 – 07.2024

HI DRI for True Wireless products: Delivery of Beats Fit Pro, Beats Studio Buds and Beats Solo buds to market. Creation of detailed UX specifications and prototypes to guide engineering.

Collaborated with iOS engineers on integrated iOS features.

UX and Visual Design DRI for the Beats App for Android - launched in 36 languages across the world.

Daily collaboration with internal and distributed EE, HW, SW and QA engineering teams on all aspects of Beats products.

### Apple Inc.

Beats by Dre  |  Human Interface Designer  |  London & Culver City
08.2017 – 05.2021

Managed a team of 5 designers for the UI/UX design of the Beats App on Android. UX for True Wireless products: Delivery of PowerBeats Pro, Beats Solo Pro and Beats Flex to market.

Collaborated daily with Product management to determine trends, technologies and behaviors in the audio marketplace

Led design strategy for all Beats product ranges, covering everything from planning product ranges to out-of-box experience and daily use

Led in-home interviews across APAC, EMEA, and the U.S. to uncover how music fits into daily life— delivering key brand opportunities and insights to executive leadership.

### Payne Studio

Product Design Consultant  |  London
11.2016 – 08.2017

**BCGDV** - Led the 0→1 UI design of Shell Accuport, a real-time platform enabling ship owners to track lubricant usage—streamlining logistics, cutting costs, and optimizing global inventory flow.

**Zone Digital** – Digital Product Design and prototyping for an Electrolux D2C shopping app, UX Design of onboarding process to Boxt - fixed price heating system supply and installation.

| Experience | **Monokoto** |
|---|---|

**Monokoto**

Product Design Lead   |   London
05.2013 – 11.2016

Lead Visual Designer on the Beats by Dre account, specializing in audio product interfaces including the Pill+ iOS and Android apps, Studio 2 Wireless, iconography, and packaging/out-of-box experience.

Collaborated closely with in-house hardware and software teams, reporting directly to the Director of UX and Director of Product Management

Physical and Digital UI design for Naim: Mu-So wireless speaker, Uniti Atom,  the Naim app, and the Naim/Bentley in-car HMI.

**Payne Studio**

Digital Art Director   |   London
03.2009 – 02.2013

**Recipe Design** - Design of a connected Blood Glucose monitor App

**Conran** & **Partners**  – Design and branding of a smart energy monitoring physical product and desktop interface

**AKQA**  – Senior designer on Nike Global - working on the first contract with Nike Japan

**Saint London (RKCR Y&R)**  – Managed the design of many pitch wins for multiple brands

**Sapient Nitro**  – Art Director on banking apps, Desktop, Mobile and interactive touchscreens

**Rapp**  – Lead UI designer on the Skype account. Flash concepting through to digital production.

**IMG Media**

Digital Designer   |   London
10.2006 – 03.2009

Directed in-house and external creative teams to deliver digital experiences under pressure

Art direction and digital design for Opengolf.com and Mancity.com, shaping digital platforms for major golf and soccer audiences - balancing brand identity with fan engagement.

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Tools

( Pen & Paper ) ( Sketch ) ( Figma ) ( Protopie ) ( Principle ) ( Adobe CS ) ( Keynote ) ( Fusion 360 )
( 3D Printing ) ( Numerous AI Tools )

Recognition

↳ 2024 - Apple Patent - Beats App for Android
↳ 2021 - Core77 Consumer Technology Award - Beats Flex
↳ 2021 - Industrial Designers Society of America - Powerbeats Pro
↳ 2020 - Apple Patent - Beats App for Android
↳ 2015 - Red Dot Award - Naim Mu-so
↳ 2015 - What Hi-Fi? Wireless Speaker of the Year - Naim Mu-so
↳ 2013 - Webbys - Official honoree - Life Online - Mirror
↳ 2008 - Bima Award, Best Website Production - Opengolf.com

Education

2001 – 2005
**Brunel University**
Product Design (BSc) - First Class Honours