

Ven Wong

Product Design Leader


Twenty years driving user-centred design across web, mobile, Connected TV, and streaming platforms. Currently Head of UX at Channel 4, leading cross-functional teams through digital transformation and establishing scalable design systems. Proven track record in product strategy, stakeholder management, and delivering award winning user experiences for millions of users.

Contacts

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Core UX Skills

Product Discovery, Customer Journey Mapping, Information Architecture, Wireframing & Prototyping, UI & Interaction Design, Usability Testing, Design Systems, User Research

Strategic Skills

Product Strategy, Stakeholder Management, Cross-functional Collaboration, Team Leadership, Digital Transformation

Specialised Expertise

Connected TV Design, Streaming Platform UX, OTT Applications, Smart TV Interfaces

Technical Skills

Figma, Sketch, Abstract, ProtoPie, Principle, Miro, Jira, Confluence

Education

BSc Multimedia Systems

London Metropolitan University
Sep 2001 – Jun 2004

Head of UX

Channel 4, Aug 2024 – Present

- Heading the strategic UX direction for the Channel 4 streaming app across mobile, web, and Connected TV devices.
- Leading and mentoring a high-performing UX design team of 7, guiding them through a major digital transformation while fostering a highly collaborative and user-focused culture.
- Establishing and implementing a comprehensive multi-platform design system, significantly promoting brand consistency and enhancing design efficiency across the team.
- Conceptualising and championing the vision for the new streaming app, actively positioning Channel 4 as a leading digital-first broadcaster.
- Partnering closely with Product, Engineering, and Marketing to align product strategy and execute the design delivery for the new app.

Senior UX Designer

Channel 4, May 2018 – Aug 2024

- Leading UX design for the award winning Channel 4 streaming app, with a focus on Connected TV platforms.
- Mentoring and supporting junior designers, fostering their growth and contributing to a strong team culture.
- Collaborating closely with Product Managers, Business Analysts, and developers to ensure successful execution of design solutions.
- Managing the development and iteration of high-fidelity prototypes for on device user testing.

Senior UX Designer

Nice Agency, Jan 2012 – May 2018

- Designed experiences across multiple platforms.
- Tested concepts with users via wireframes, prototypes and user journeys.
- Facilitated creative workshops and requirements gathering.
- Clients included Sky, Flybe, Ticketmaster and first direct bank.

UX Consultant

Radley Yeldar, Jul 2011 – Dec 2011

- Developed UX strategies, produced deliverables, and contributed to pitches for new work (Clients included Easyjet, Vodafone, and Burberry).

UX Designer

Corporate Edge, Aug 2010 – Jul 2011

- Served as the lead Information Architect, developing sitemaps, wireframes, journey maps, and functional specifications for corporate clients.

UI Designer

The Careers Group – University of London, Nov 2009 – Aug 2010

- Introduced user-centred design processes, developed UX strategies, UI guidelines, and analysed user trends using data analytics tools.

Head of Web Team

Intendance Ltd, Apr 2007 – Nov 2009

- Managed a small team of engineers, creating technical specifications, wireframes, sitemaps, and user flows while translating requirements into measurable objectives.

Web Designer

Special Website Development Ltd, Feb 2005 – Mar 2007

- Developed websites and managed projects through to delivery for government agencies and local authorities, utilising HTML and CSS.