



TIM JOHNSTONE

PRINCIPAL DESIGNER

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01 PERSONAL STATEMENT

A Design Systems specialist with extensive scale experience across complex, multi-product environments. Promoted to Principal Designer at PokerStars in recognition of building a multi-brand Design System from the ground up, I bring 14 years of strategic thinking, deep UI and UX craft, and an obsessive attention to detail. I work at the intersection of design, engineering, and product; bridging teams through clear communication and collaborative leadership, while maintaining a strong focus on accessibility, consistency, and quality at every level.

02 EXPERIENCE

PRINCIPAL DESIGNER

2023 - Present: PokerStars

Led the conception and delivery of a multi-brand Design System from scratch; a two-person effort now serving 6 brands across a complex web product ecosystem. The system comprises 38 core components, 12 Snowflake components, 7 patterns, 10 recipes, 457 design tokens and Figma variables and 25 typography styles, with full Storybook integration to streamline design handovers.

Owned the end-to-end governance of the system; establishing a contribution model for wider design teams, providing Snowflake, Icon and Pattern libraries, WCAG accessibility auditing, and a design critique process to drive consistency and quality across all products. Collaborated regularly with product and engineering leads to align the system with business priorities, whilst partnering with high-profile sister brands including Betfair, FanDuel, Sisal, and Jungalee, including designing a cross-business mobile app in collaboration with FanDuel and their Design System team.

Contribute to sprint and quarterly planning, feature prioritisation, and design roadmapping alongside product and engineering leads. Partner with Betfair, FanDuel, Sisal, and Jungalee across cross-brand initiatives. Mentor designers and champion design excellence through regular communications and workshops. Actively leverage AI tools and emerging technologies to improve design workflows and explore smarter, more adaptive solutions, using Tokens Studio, Figma, Storybook, Jira, and Confluence as core tools throughout.

SENIOR UI DESIGNER

2018 - 2023: Pinnacle

Served as Senior UI Designer and brand guardian across five distinct products; redesigning the Sportsbook, Casino, Esports betting, and Betting Resource repository, whilst leading the design of a new Live Centre product; taking end-to-end ownership of UI design across each, from concept through to delivery. Drove significant process improvements throughout my tenure: championed the transition from Sketch to Figma, formalised the design-to-development handoff process, established a component library from scratch, and defined brand guidelines enforced consistently across all products. Ran regular design critiques to maintain quality standards and foster a positive design culture.

Navigated a period of single-handedly managing UI across the full product portfolio following a team departure, before recruiting and mentoring a junior UI designer, growing the team and ensuring continuity of quality throughout. Worked closely with UX designers on wireframes, user flows, and product discovery workshops, and collaborated directly with development teams to ensure accurate, on-brand implementation.





02 EXPERIENCE

MID-WEIGHT UI DESIGNER

2014 - 2017: Domestic & General

Worked as part of a wider design team delivering a broad range of digital and marketing assets spanning web products, email campaigns, site banners, PPC adverts, social media content, and registration journeys. Acted as brand guardian across the organisation and its international offices, ensuring visual consistency across all touchpoints. Presented concepts to stakeholders, incorporated feedback, and saw projects through to completion, producing work for high-profile clients including Sky, Sony, Argos, and Jessops.

UI/UX DESIGNER, DEVELOPER & PROJECT MANAGER

2012 - Present (Ad Hoc): Freelance

Designing and delivering digital products end-to-end for individuals and small businesses across a mix of long-term client relationships and one-off projects. Work spans brand identity and logo design, website design and build, UX wireframing and user flows, persona building, UX testing, social media and marketing assets, SEO strategy, managing client briefs, relationships, and project delivery throughout. Operating independently across the full project lifecycle has sharpened skills that complement in-house work; from translating loose briefs into structured design thinking, to balancing creative ambition with practical constraints and client expectations.

03 SKILLS

- Design Systems
- Accessibility (WCAG)
- Stakeholder Management
- Figma
- Jira
- Claude
- UI Design
- Prototyping
- Brand Identity
- Tokens Studio
- Confluence
- ChatGPT
- UX Design
- Design Leadership
- AI-Assisted Design
- Storybook
- HTML/CSS
- Responsive Web Design
- Mentoring
- Adobe Creative Suite
- Figma AI

04 LEARNING

A.I. & Design Systems

2026 - Brad Frost

Design Systems and Pattern Libraries

2024 - Nielsen Norman Group

Figma: UI UX Design Advanced

2023 - Daniel Walter Scott

Innovation Through Design: Think, Make, Break, Repeat

2022 - Coursera

Facilitating UX Workshops

2025 - Nielsen Norman Group

How to Design for Accessibility

2024 - Coursera

Emerging Patterns in Interface Design

2023 - Coursera

The Manager's Toolkit: A Practical Guide to Managing People at Work

2022 - Coursera

05 EDUCATION

BSc (Hons) Web Design and Development

2009 - 2012: Northumbria University

GCSE & A-LEVELS

2000 - 2008: Kirkbie Kendal School

06 MYSELF

- Playing music
- My dog, Bo
- Going to concerts
- Motorbiking
- Keen traveller
- Boxing
- Gym
- Pizza

