Gareth Walsh PhD

Product Designer / UX Designer

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PROFILE

Product and UX designer with PhD research in human-computer interaction and visual analytics, specialising in interfaces for complex operational workflows. Led CUIIS front-end and interface design, connecting requirements, Figma and Adobe XD prototyping, end-user feedback and field trials throughout development. Built a visualisation dashboard in Python (Dash, Plotly) for published research, and taught visualisation to 100+ MSc students per semester. Brings accessibility experience and international stakeholder coordination to the design of clear, usable decision-support software.

SKILLS

UX design	Human-centred design, requirements analysis, wireframes and mockups, interactive prototyping, user feedback, iterative evaluation, accessibility (WCAG/ARIA-aligned practice), visual analytics, stakeholder collaboration
Tools	Figma, Adobe XD, Adobe Creative Suite
Data	Python (Pandas, NumPy, SciPy, Matplotlib, Plotly, Dash), JavaScript, HTML, CSS, Git
Languages	English (native), German (B2), Irish (A2), Danish (A1)

EXPERIENCE

Standards and Services Manager

November 2025 – July 2026

ASD Europe (Aerospace, Security and Defence Industries Association of Europe) · Brussels, Belgium

- Led international coordination and governance of the six ASD/AIA S-Series Integrated Product Support specifications.
- Managed technical and governance groups across European and international industry, aligning stakeholders on interoperability, lifecycle information, change management and standards strategy.
- Worked with industry representatives from large primes including Airbus, Saab and Rolls-Royce to coordinate standards priorities.
- Represented ASD in international forums across Europe and the United States, working across industry, government and standards organisations.

PhD Researcher / PhD Fellow

May 2022 – September 2025

University of Southern Denmark (SDU), Department of Mathematics and Computer Science (IMADA) / Centre for Visual Data Science · Odense, Denmark

- Led front-end and visual-interface design for CUIIS, a three-year EU-funded EDIDP project with 18 partners across 7 EU member states, translating operational requirements into desktop and underwater interfaces for diver/UUV monitoring, navigation and mission coordination.
- Created the interface designs, wireframes and mockups in Figma and Adobe XD, applying reusable, component-based design principles; the consortium's technical partners implemented them.
- Validated interface concepts with end-users from the Varna Naval Academy (divers and UUV operators), incorporated end-user feedback into successive design updates, and facilitated fortnightly cross-partner design reviews.
- Built the visualisation dashboard for military diving incident reports published at IVAPP 2024, in Python with Dash and Plotly, plus some JavaScript.
- As teaching assistant on Visual Data Analytics (DM878), taught 100+ MSc students per semester through a weekly lecture-style exercise class and tutorials, and supervised around 30 student dashboard projects per semester.

Blue Book Trainee, DG DEFIS, Unit A3 March 2024 – July 2024
European Commission, Directorate-General for Defence Industry and Space (DG DEFIS) · Brussels, Belgium

- Developed KPI structures and analysed programme and call data to support monitoring of the European Defence Fund (EDF) and EU Defence Innovation Scheme (EUDIS).
- Designed a targeted KPI system for evaluating SMEs, start-ups and other non-traditional players in the defence industrial ecosystem, delivered as an Excel sheet and a report, aiming to reduce reporting effort by tracking fewer metrics.

Interactive Media Designer November 2021 – January 2022
ADAPT Centre for AI-Driven Digital Content Technology, Trinity College Dublin · Dublin, Ireland

- Redesigned digital interfaces with an emphasis on accessibility and user experience, applying WCAG/ARIA-aligned practice.
- Worked with the communications and marketing lead to audit the Centre's digital and media channels, benchmarking them against rivals through a survey and suggesting targeted changes.

Architectural Designer September 2019 – March 2020
Aedas London Ltd, Arts and Commercial teams · London, United Kingdom

- Produced digital and 3D visualisations for large-scale architectural projects, translating complex design information into visual outputs for multidisciplinary design teams.

EDUCATION

PhD 2022 – 2025
University of Southern Denmark · Defended 23 September 2025
Research in human-computer interaction, visual analytics and interface design for subsea operations.

MSc Interactive Digital Media 2020 – 2021
Trinity College Dublin, School of Computer Science and Statistics · Distinction
Modules included UX, Programming for Digital Media, Contextual Media, and Visual Computing and Design.

BSc Architectural Science 2015 – 2018
University College Dublin · Upper Second Class Honours (2.1), GPA 3.38/4.2

SELECTED PUBLICATIONS

- Visual Analysis of Military Diving Incident Reports | IVAPP 2024
- The Lack of Specialized Symbology and Visual Interaction Design Guidance for Sub-Sea Military Operations | VisGap at EuroVis 2023

INTERESTS

Ultra-marathon trail running; triathlon.