

# NICHOLAS MITCHELL

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## DESIGNER / DEVELOPER

### EDUCATION

Web Development Immersive, General Assembly, Santa Monica, Ca. 2015  
Front End Web Development, General Assembly, Santa Monica, Ca. 2013  
Bachelor of Fine Arts, University of Kansas, 2001

Current TS SCI

### SUMMARY OF EXPERIENCE

- 22 years mastering the Adobe Creative Suite to concept, develop and implement web interfaces
- Have worked on projects for DoD, DIA, DoS, FBI, AF, Army, DTRE
- 10 years' experience utilizing Flash and ActionScript to prototype and develop effective interactive solutions
- Designed user interfaces, user stories, site maps and prototypes with a number of rapid prototyping tools
- E-learning Flash developer for the United States Army and Air Force
- 4.5 years' experience with Northrop Grumman translating technical graphics effective training tools with GUI interfaces
- 2 time winner of Hadley employee of the sector award for excellence
- Certified in Design Thinking for Beginners, User Experience Design Essentials Adobe XD Design and Design Accessibility

### Acuity - Reston, Va.

UI/UX Product Designer / Senior Technical Consultant  
December 2022 - Present

As part of the team, I have taken the role of UX Designer on the Raven Project. As a part of a team of designers we are designated to a certain tool within the family of applications utilized by Homeland Security. Utilizing a design library that is constantly being updated we as a team build a cohesive library of tool with the same look and feel. We also as a team are constantly evaluating each others work and giving helpful suggestions.

### OneGlobe - Reston, Va.

UI/UX Designer

August 2021 - December 2022

Working for OneGlobe, I am on assignment within a group called Kessell Run. This community works for the United States Air Force and is nearly 300 people large. Part of my job is working with many different teams within this organization. I develop various apps utilized by the United States in regard to mission support and anti-terrorism.

### Acuity - Reston, Va.

UI/UX Product Designer / Senior Technical Consultant  
December 2019 - August 2021

As part of the team, I have taken over as the lead of User Experience. I work daily with the client to establish requirements for new functionality on a piece of software used internationally by the Department of State that monitors aid supplied by the United States to foreign entities and monitors if recipient's are violating human rights.

### Booz Allen Hamilton, Herndon, Va.

Lead Technologist

June 2016 - December 2019

As part of the dX team, I have worked a variety of projects ranging from front-end web development of Zone pages to UX wireframing and design of an Open Government data web site. Prior to that I was part of a team that was working on comprehensive USPS apps, that included illustration as well as UX design of the user interface. Before the dX team I was also a team member on a collaborative workspace named DPOE used by analysts to build interactive reports about defense threats to the United States. My primary role was to serve as a bridge between the UX team and the front-end development team as I developed, tested and built widgets.

### NORTHROP GRUMMAN

Interaction Developer - January 2011 - Dec 2015

- Met with military clientele to assess the needs for different types of training materials and thus built the best solutions
- Works with technical schematics and military experts to build effective training tools utilizing the Adobe Creative Suite
- Frequently demonstrates to the rest of the team new software and programming languages to diversify skill sets
- Developed libraries of reusable built interactions to stream line the development practice
- Studied and suggested updates to the latest software and trends in the industry
- Substitute lead designer overseeing a team of 5 other designers

### CUBIC DEFENSE APPLICATIONS

Multimedia Programmer - February 2010 - December 2010

- Worked as one of 4 developers that created the GUI interface as well as interactive training modules demonstrating basic courseware knowledge for the Captain's Career Course
- Personally completed 14 of the 30 courseware lessons within 7 months

### HARDWARE/ SOFTWARE PROFICIENCY

Adobe Creative Suite • InVision Studio • Adobe XD • Sketch • Figma • HTML5 • CSS3 • JavaScript • ActionScript • Acrobat Acrobat Pro  
Microsoft Office • Lucid Spark • Jira • Confluence • Gitlab • Github • Figma • Microsoft Teams

