



Nicholas Antoine Kelly

UX Designer

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About Me

Hey! I'm Nicholas A. Kelly, a beginning UX Designer that is excited about this added chapter to the milieu that is my life and experiences. What are some of those experiences? Independent Musician, Curator, Composer, Idealist, Dad, Designer and more. Ask for my CV or better yet, contact me for an interview!



Me at Startup Institute



Me as Sound Designer/Artist/Performer/Trickster/Aural Provocateur



Me as Dad



Me as Friend



Me as UX Designer!

ALSO...



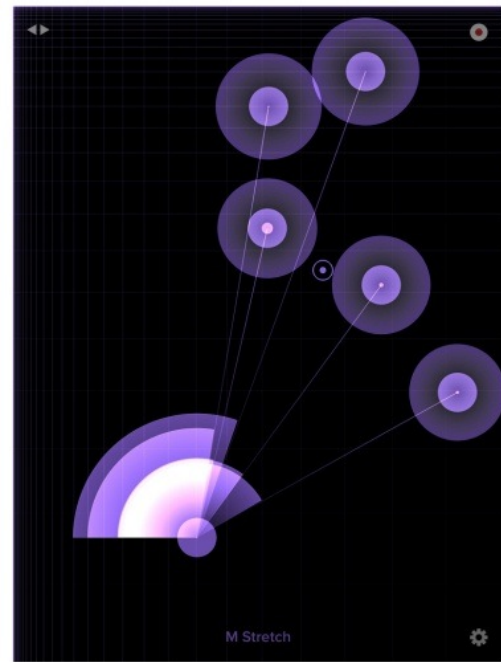
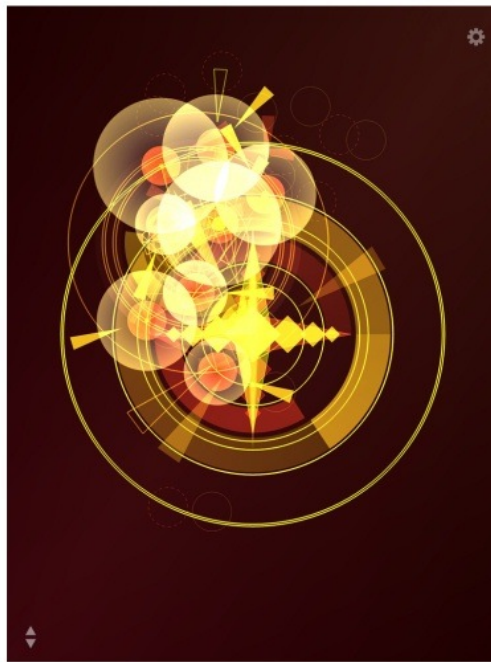
Me as guy that would be so dead if this were a real mountain he were climbing(I did make it to the top though!)

How I got into UX

I've always had a good number of interests in life and I've generally been able to put them under one banner, my curiosity of human behaviour and the ideas that influence them. I studied film and sound design as well as functioned as an independent artist, musician, and curator. Through various channels namely conferences and other artists I've played with I became familiar with frontend development and UX. Slowly my curiosity snowballed into an full fledged desire to make it into a career. Trying to figure out how to make this happen, I found out about the Startup Institute where my present ambitions were cemented through my experience of its rigorous yet extremely rewarding program.



TC-11 Synthesizer App



First I must say that this is not an App that I created. It is one that represents an interest of mine. I found out about the TC-11 while I was looking for an app to develop that I could use myself. After starting to writeup ideas of what I may want in my app I decided to search and found this. This very much is inline with my interest in interfaces and how it can affect a composition, which is why I developed my personal feedback manipulation technique(which I created because I lacked the resources at the time to create a new instrument) that I've used in my own compositions and live shows. Please feel free to ask me questions about it :))

Curating and Event Planning



My time curating and event planning was quite integral towards my personal decision to become a UX Designer. As what I learned was that the environment and layout of each aspect of each event and exhibition was tantamount to having an engaging experience. For example, the video art festival I hosted above received submissions from all over the world and after reviewing more than 50 films and picking out my favourites, it was obvious to me that to show what precisely my favourites were in this context would be shooting myself, and this event as well as the participating artists and host venue, in the foot. So eventually, I chose a new batch of works to be exhibited based on attempting to created a bit of variation in the experience. This worked, a little bit. In the end to solve this problem I had to create a slew of personas who I would envision coming to this event. How would they react to this or another particular artwork being in the opening room? What would make them want to immediately go in further and investigate? After investigating, what would make them want to stay? What could be done with these rooms to keep them engaged and curious? And finally, what could be done to make them say "OMG I can't

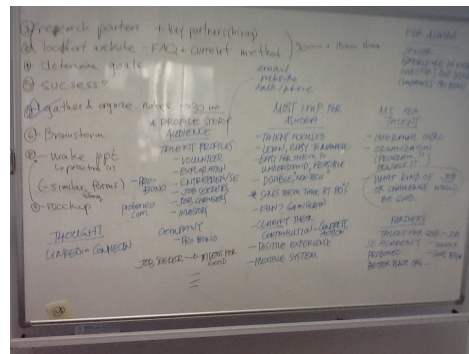
wait for the next one!!! I have to make all of my friends come with me to this event next time!!!”.



MIX: Conference in Digital Writing



This was a particularly enlightening experience for me. As I was fulfilling my personal dream of being able to present at an academic conference yet coming with a background outside of the academic field. In addition to the months of research for my presentation entitled “The Necessity for New Media and Its Governing Vocabulary”, I was further thrown into a new world with those of different spectrum of creative endeavours. A lot of people that I met here were much more into coding and building platforms than what I initially anticipated, and it was exciting. After I began to do even further research on everyone’s background through googling, pamphlets or just even talking to them. I found out that a few were developers and even a UX Designer. After researching this field even more I knew this was something I wanted to know more about and to also be a part of.



This was the step that introduced me to my organized experience with coding languages using HTML5, CSS3, and Javascript to create websites. UX where I learned about prototyping, competitor analysis, wireframing, personas, interviewing users, storyboarding and more. As well as a general introduction to the more traditional business world, scrum and most of all, startups. I not only became familiar with these concepts but also was able to apply them through various forms of hands on training and applying what was learned in real situations with real businesses. I am very thankful for being a part of this program and to meet all whom were involved.

Coffee Shop

CafeBar and Mediashop

About Menu Contact



Coffee Bar and Mediashop

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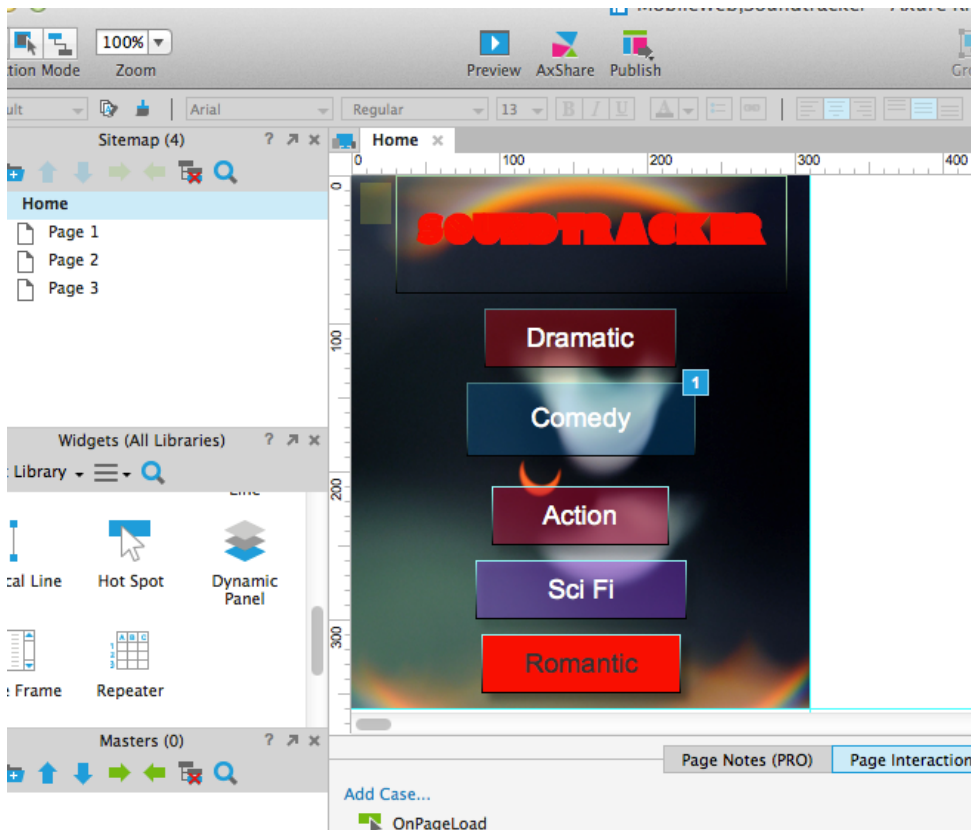
www.facebook.com/CoffeeShop

öffnungszeiten:

montag-freitag: 7:00-20:00

samstag-sonntag: 9:00-18:00

Above is an mockup of a coffeeshop website using Axure



To the left is a mockup for a mobile app I am developing called Soundtracker. If you would like to sample its usability and take part in a survey send me an email! :)

Thanks for viewing!

Contact Me

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