

# EXPERIENCE

Freelance

## CONSULTANT, DESIGNER

2008 - 2018

- Design brands and interfaces
- Advise on branding and marketing

TQI

## CREATIVE DIRECTOR, UI DESIGNER

2013 - 2017

- Drove initiatives for design-first development, mobile-first design, increased accountability, and more efficient development
- Created culture of constructive feedback, collaboration, listening, and mutual inspiration
- Moved from a flat, static, questionnaire-based photoshop design system to an iterative method using wireframes and prototypes

Behavioral Analysis Center for Autism

## THERAPIST

2012 - 2013

- Provided training and education for groups and individuals based on data-driven clinical plan
- Observed clients and provided improvement data for specialists, while actively listening to clients to establish trust and rapport

Wesleyan Publishing House

## MARKETING COORDINATOR

2010 - 2012

- Developed and executed marketing and advertising campaigns
- Designed graphics, wrote copy for web and print collateral for books and events

AMD Lasers

## GRAPHIC DESIGNER

2010

- Revitalized branding for print materials
- Designed marketing materials, virtual tradeshow booths, and instructional materials

Center for Life Calling & Leadership

## ARTIST & GRAPHIC DESIGNER

2008 - 2009

- Designed branding for new initiatives
- Designed brochures, informational packets, and event mascot



DESIGNING CONSIDERATE, USER-FOCUSED EXPERIENCES

# EDUCATION

Bachelor of Science

## Computer Graphics

INDIANA WESLEYAN UNIVERSITY

2008

Cum laude with electives in Creative Writing, Motion Graphics, 3D Design, Computer Science, & History

### Continued Learning

3D Modeling & Design Game Design (GDC & Indiecade game design tracks), Accessibility, Community-Oriented Design, Augmented Reality, Psychology of Interaction, Javascript, World History, Carpentry



NATHAN  
FREEMYER

Interaction Design  
Creative Leadership  
Visual Design  
Marketing  
Teaching / Training  
Behavioral Psychology

Visual Design  
Experience Design  
3D Design  
Motion Graphics  
Game Design  
History  
Computer Science  
Writing