Amanda Pinsker
Product & Interaction Designer

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amandapinsker.com

EXPERIENCE

Product Designer, GitHub
June 2017–Present

Currently leading design on GitHub CLI and GitHub Desktop. Previously worked on GitHub Experiments, a mobile notifications app, enterprise, and billing. I work on cross-functional teams, and own projects through research, strategy, design, and implementation.

Design Director, Scout
May 2016–May 2017

Led a staff of 22 student designers and developers. Provided creative direction on client projects ranging from student ventures to University programs. Implemented a more robust research phase, agile process, and other standards for the full team. Project work included branding, UI/UX, website design & development, and print design.

Design Apprentice, Upstatement
January 2016–June 2016

Designed and implemented key features for editorial client work including the websites of WBUR, Harvard, and internal projects. Projects included brand guidelines, designing a web donations experience, writing creative briefs and research plans, and helping our clients understand the editorial tools we built for them.

Design Co-op, Ronik
January 2015–June 2015

Collaborated with the design and development team to create responsive digital experiences for a wide range of clients, such as Nike and Reuters. Work included branding, UI/UX design, visual design and motion graphics.

EDUCATION

Northeastern University
BFA Design, concentration Interaction Design
May 2017

SKILLS

Product strategy
User research
Usability testing
Typography
Branding
Prototyping
Storytelling
Collaboration
Adobe CC, Sketch, Figma, InVision
HTML/CSS

ACCOMPLISHMENTS

Typewolf
Featured site of the day
August 11, 2020

Figma Config Europe 2020
"Designing for the command line" talk
September 17, 2020