

Nick Adams

Hi there. I'm Nick, a Designer with about 10 years of experience designing everything from design systems to web and mobile apps, small business sites, email newsletters, marketing materials, and company identity systems.

I'm currently seeking a full-time position as a Product Designer.



Experience

2012 – Present

Product Designer at Hudl

I was one of the first designers (and first remote employee) hired at Hudl when it was around 50 employees. Over the past 6 years I've worked as a Product Designer as the company grew to almost 1000, and the design team grew from 3 to about 30.

During this time the scope of the product also expanded as we grew internationally. I worked on a variety of projects – from the web app and desktop apps, to leading the redesign of the mobile apps, to rethinking the IA and product navigation system, to helping create the Uniform Design System and some related design operations.

2011 – 2012

Designer & Product Manager at Syncables/LivePlay

I was hired as the lead designer and product manager as the company was transitioning its main product from OEM installed software to a consumer app.

During this time I helped guide the rebranding as LivePlay, helped position and market the product, worked with the lead developer to guide a technical transition and rebuild, and lead a complete redesign and rebuild of the web and mobile apps.

2008 – 2011

Co-Founder & Designer at A/G Co.

I started a software company with a friend and colleague after college. We built two web-based software products. The first (which is still up and running) was billQ, a bill reminder and management app. The second was Flint Publisher, a CMS for Alt-Weekly newspapers. We had decent success, but decided to pursue other opportunities.

2006 – Present

Freelance Designer at Nick Adams Design

Since my college years I've been freelancing in fits and starts, sometimes fulltime, sometimes moonlighting. During that time I've worked with a variety of clients on a huge range of projects — providing opportunities to branch out and work with clients that I wouldn't have otherwise had in the software industry.

2004 – 2006

Interactive Designer at Buck & Pulleyn

While in college, I worked as a contractor at a local advertising and design agency as an Interactive Designer. I worked on on interactive web projects for clients like Xerox, Kodak, along with some local non-profits.

Education

2002 – 2006

Rochester Institute of Technology

Bachelor of Science, New Media Publishing
Concentration: Digital Media

References

Upon Request

I can put you in touch with past colleagues and employers upon request.

For more information about my skillset, examples of my work, and some case studies outlining my process, my portfolio is the best option. Find it at nick-adams.com.