

Nick Richardson

Product Designer

 nickrichardsondesign.com

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Education:

BFA in Visual Communication
University of Oklahoma
3.78 GPA

Skills:

UI and UX design
Design thinking
Usability testing
Prototyping
Ideation
User research
Competitive analysis
Graphic design

Tools:

Figma
Photoshop
Illustrator

Recommending:

Lenny's podcast
Marty Cagan
Eric Ries

Maestro • Senior Product Designer

Oct 2022 - Present (Remote)

Designing our B2B SaaS product, Loop LMS. UX & UI design, product direction, user and market research, prototyping and validation. Additionally I am the design lead for Mighty - A Chrome extension that adds additional functionality to Articulate Rise.

MidFirst Bank • Senior Product Designer

Sep 2021 - Oct 2022 (Oklahoma City, OK)

Designer for Monifi - a digital personal banking application meant to compete with the increasingly-popular neobanks. Leading design projects in their full lifecycle from research and development to post-launch iteration.

Pushpay • Product Designer II

Jan 2020 - April 2021 (Remote)

Lead designer on the new ChMS Data Intelligence platform. Collaborating with the Design Leads in Auckland, NZD to develop a cross-product consolidation strategy.

Church Community Builder • Product Designer II

June 2018 - Dec 2020 (Colorado Springs, CO)

Leading product design and involved in strategic direction. Team development, training, and design ops in addition to existing UI/UX responsibilities on multiple products.

Church Community Builder • Product Designer I

Feb 2015 - Jun 2018 (Colorado Springs, CO)

Designing digital products for an enterprise SaaS platform. Research, prototyping, user-testing, design, execution, continuous iteration.

Oklahoma Climatological Survey • UI/UX Designer

Feb 2013 - Feb 2015 (Norman, OK)

Gained first experience in web application design in addition to print materials, website design, and front-end development.

Graphic Design Experience

Jan 2010 - Dec 2012

During this time I held several graphic design jobs starting at the University of Oklahoma while a student, followed by a design internship at Staplegun, and finally my first full-time design job as a graphic designer at Mardel, Inc.