

Mark Nugent, Product Designer

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November 2015 – April 2017

PRODUCT DESIGNER › Seneca Systems

- ▶ Conducted user research; created wireframes, task flows, and visual design for Romulus, a web-based CRM for local governments
- ▶ Worked closely with developers, customer experience lead, and salespersons in an Agile environment
- ▶ Managed project backlog; led planning meetings and retrospectives
- ▶ Wrote help documentation & website copy

At Seneca Systems, a company backed by Y Combinator, Initialized Capital, and Cowboy Ventures, I was lead (and only) designer and product manager for Romulus, a CRM for local governments. Romulus has been adopted by city governments nationwide, including Chicago, Houston, Minneapolis, Oakland, Miami, and Boston.

I created wireframes, task flows, prototypes, and visual design for Romulus. I also conducted user research such as surveys, interviews, and small-scale usability tests.

I wrote UI copy and help documentation as well as copy for the Romulus website.

November 2013 – April 2015

UX DESIGNER/DEVELOPER › i360 LLC

- ▶ Wireframes, flows, and visual design for iOS and Android native mobile apps
- ▶ HTML/CSS & design refresh for a suite of complex Web applications

During my time at i360, a political data analysis company, I designed iOS and Android UIs for two mobile apps: i360 Walk, which supported door-to-door canvassers, and i360 Calls, which was part of a phone-canvassing system. Both apps were employed by thousands of volunteers and garnered praise for their ease of use. I additionally designed and coded HTML/CSS for a web-based version of i360 Calls.

I also led an initiative to re-write the HTML/CSS for a web application based on the Object-Oriented CSS approach.

May 2011 – September 2013

ART DIRECTOR & SENIOR EDITOR › American Ideas Institute / TAC

At TAC, in addition to editorial tasks, I was responsible for the design and art direction of the print magazine and website. I led a redesign of TAC's website, after which traffic increased threefold, with one month bringing more than two million page views.

July 2009 – May 2011

ASSOCIATE EDITOR › The American Interest

- ▶ Art direction and layout of print magazine; Web design & templates production

My art direction duties for The American Interest included magazine layout, designing spreads, creating illustration concepts, and commissioning illustrations. I also created wireframes and design comps, and WordPress templates for a redesign of the AI's website.

January 2008 – April 2009

WEB DESIGNER › Hanley Wood

- ▶ Website design and production

At Hanley-Wood, I produced HTML and CSS during a transition of their online publications to the Tridion CMS. I also did visual design for their network of e-commerce sites that sell house plans online.

An experienced UX designer, I've helped to design and build mobile apps, web-based software, and websites.

I enjoy working closely with users, stakeholders, and developers to bring products to life. I'm also well versed in HTML, Sass/CSS, and JavaScript.

In addition to having designed and coded many websites, I have served as a UX and design lead for native iOS and Android apps as well as desktop web-based applications.

I'm eager to put my experience to work employing UX best practices in support of a forward-thinking organization.

SKILLS & SOFTWARE

Software: Sketch, Photoshop, InVision, Illustrator, Balsamiq, InDesign, Adobe Animate, OmniGraffle, Atom, Sublime Text, Xcode, Visual Studio

Skills: Prototyping, wireframing, visual design, user research, illustration. HTML/CSS, LESS, Sass, BEM, Javascript. Writing, copy-editing, proofreading.

EDUCATION

University of Missouri

B.A. Fine Arts

(concentration in Graphic Design)

Ave Maria School of Law

J.D.