NATHAN IGDALOFF

PRODUCT MANAGER, DEVELOPER

EXPERIENCES

BIG HUMAN

PRODUCT MANAGER

2014 – Present

- Lead digital product decisions among teams of designers and developers throughout the product's entire lifecycle.
- Conduct competitive analyses, interview potential users, and become the master of industries to inform clients of the best path to a successful product.
- Manage communications between the client and internal teams to ensure the client's vision comes to life in the best way possible.
- Analyze product usage trends after launch to determine how to improve usability.

FRONT-END DEVELOPER

2013 - 2014

- Used modern front-end technologies to build elegant, responsive, large-scale web applications both independently and with small teams.
- Conducted code reviews to ensure team's code is organized cleanly, functions properly
 and is written efficiently.

MADE MOVEMENT

CREATIVE TECHNOLOGIST, TECHNICAL LEAD

2012 - 2013

- Helped launch Made Movement, a marketing agency dedicated to supporting a resurgence in American manufacturing.
- Researched, developed and designed interactive products for clients including New Belgium Brewing, Copper Mountain, Seventh Generation, and Udi's Food.
- Created Made's first developer internship program by interviewing candidates, determining and managing intern responsibilities, and conducting code reviews.

ROCKY MOUNTAIN PBS - BOULDER BOX SET

CREATIVE DIRECTOR

2011 - 2012

- In collaboration with the University of Colorado, created the Boulder Box Set, an Emmy-award winning music series that features performances captured live at the CU's Black Box theater.
- · Led conceptual, design and digital efforts to bring the Boulder Box Set identity to life.
- Presented concepts and designs to the PBS and Boulder Box Set teams to communicate our methodology, strategy and goals.

EDUCATION

BOULDER DIGITAL WORKS

2011 - 2012

GRADUATE, DESIGN AND DEVELOPMENT

Boulder Digital Works is an intensive, project-based design and development program at the University of Colorado. Courses include front- and back-end development, graphic and UX design, branding, strategy and entrepreneurship.

INDIANA UNIVERSITY, KELLEY SCHOOL OF BUSINESS

MASTER OF BUSINESS ADMINISTRATION 3/2 Accounting Program, GPA: 3.5

2008 – 2009

BACHELOR OF SCIENCE IN BUSINESS

Major in Accounting, Minor in Music Studies, GPA: 3.6

2004 - 2008

SKILLS

DESIGN

User Experience, User Interface, Information Architecture, Art Direction, Adobe Creative Suite, Omnigraffle, Invision

DEVELOPMENT

HTML5, CSS3, Javascript/jQuery, Sass/Less, Grunt, Git, SVN, Wordpress, Backbone.js, CLI, Capistrano, Digital Ocean, Amazon AWS, FramerJS