

Karl Nieberding

user experience design

EDUCATION

Carnegie Mellon University

Master of Human-Computer Interaction, 2009

University of Maryland

Bachelor of Science in Computer Science, 2005

PROFESSIONAL EXPERIENCE

jovoto Director of Design & Product Manager, 2015

Led the pivot of an online collaborative design platform to create recurring revenue streams while creating new opportunities for creative professionals.

GE Software Interaction Designer, 2013–2015

Led the design for domain-specific applications for the Industrial Internet in Rail Transportation and Renewable Energy. Utilized GE design system to create interactive HTML prototypes of ideas. Conducted user research to identify market opportunities.

BandPage User Experience Designer, 2012–2013

Designed a mobile application for connect independent music artists with their fan bases. Collaborated 1:1 with engineering to test and iterate design ideas.

Earcandy Founder & CEO, 2011–2012

Designed and prototyped a variety of app ideas in the consumer music space. Participated in the Designer Fund for design-led startups.

eBay Interaction Designer & User Experience Lead Of Consumer Selling, 2010–2011

Led a team of ten designers to revamp the end-to-end experience for consumer (“casual”) sellers on eBay. Used insights from visioning to design most valuable and actionable improvements in an agile environment. Presented a Skunkworks project to eBay’s board of directors. Presented with a colleague at SXSW 2011 about ways to incorporate design practice into agile teams at big companies.

salesforce.com Design Lead Of Masters Capstone Project, 2009

Led the design process to help salespeople record information in Salesforce more quickly. Our process included conducting and modeling user research, concept generation, storyboarding and needs validation, usability evaluation, and iterative design. I designed the information architecture and wireframes implemented in the final prototype delivered to the client.

Hillcrest Laboratories User Experience Developer, 2006–2007

Partnered with designers and engineers to implement front end designs for an innovative home media suite in JavaScript and SVG. Designed and built a product demo that helped win a major client and actively contributed new ideas to team design discussions.

Navy Center for Applied Research in Artificial Intelligence Research Assistant, 2004

Authored a broad survey of Artificial Intelligence research related to Conversational Case-Based Reasoning (CCBR) under Dr. David Aha.

PORTFOLIO

karlnieb.design

SKILLS

user-centered design
concept generation
concept validation
prototyping
wireframing
presenting
user research
usability testing

METHODS

interactive prototyping
storyboarding
personas
think aloud
heuristic evaluation
cognitive walkthrough
keystroke-level modeling
affinity diagramming
participatory design
directed storytelling
contextual inquiry

COMPUTING

Adobe Creative Suite
Sketch, Atomic
OmniGraffle, Keynote
HTML, CSS, JavaScript
Java, C++

CONTACT

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