



Nathan Llewellyn

User Experience & Interaction Designer
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Objective

Through empathic learning I seek to understand the goals and needs of users to design digital and physical experiences. I fail often to succeed sooner. I strive to uncomplicate the complicated. I crave learning. I seek collaboration and feedback.

Education

Brigham Young University 2007-2011

B.S. Technology and Engineering Education

From HTML/CSS to woodworking, electronics to graphic design, I learned the skills needed to teach a variety of technologies at various levels.

Professional Skills

Research and Synthesis

Collaborative Ideation

Wireframing

Sketch App

Photoshop

Illustrator

Proto.io

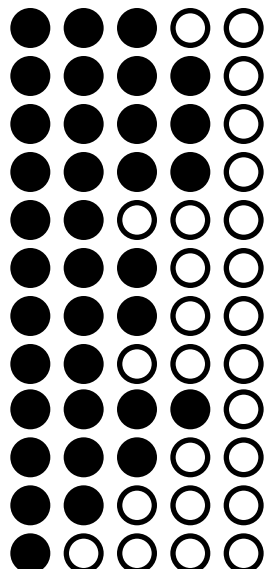
Axure

Invision/Marvel App

HTML5

CSS3

JavaScript



Work Experience

DESIGNATION Labs

Jun. - Sept. '15

DESIGNATION is a selective internship experience. I was paired with local startups providing them with pro-bono user experience and interaction design services.

Draper Park Middle School

Jun. '13 - Aug. '15

Exploring Technology Teacher
Taught subjects including programming, robotics, manufacturing, global positioning systems, engineering, and industrial design.

Rustica Hardware

Mar. - Jun '13

R&D and Engineering

Duties included creating technical drawings, building prototypes using a variety of CNC machinery, assisting manufacturing in creation and fulfillment of special orders.

