Mark Nugent Senior Product Designer

Portfolio: nuge.co / username: user pass: highfidelity

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LOCATION Priest River, Idaho

A versatile and collaborative product designer, I have expertise in interaction design, prototyping, visual design, and user research. I enjoy learning the unique needs of specialized fields and working closely with users, stakeholders, and engineers to craft user-centered solutions aligned with business strategy.

EXPERIENCE

Senior Product Designer / Cisco Systems

JUNE 2020 - NOVEMBER 2023

Worked on two products: MSX (SaaS for managed network services) and, since 2022, a network automation product. Collaborated cross-functionally with product managers, product owners, and stakeholders to plan and develop design features.

- Designed significant portion of the MVP for a SaaS product for crossdomain automation: Conducted competitive review of comparable products; prototyped main pages and workflows, collaborated with user testing
- Prepared user journeys, conceptual diagrams, wireframes, high-fidelity UI mockups, and prototypes
- Produced annotated design specs and worked closely with engineers throughout development process

Senior Staff Designer / SiFive

FEBRUARY 2018 - MAY 2020

Sole user experience designer at SiFive, a semiconductor-industry growthstage startup, focusing on SaaS design tools for microprocessor IP cores. Oversaw feature roadmap alongside business stakeholders. Core Designer is used at Qualcomm and Intel, among other subscribers.

- Served as design lead for SiFive Cloud Services and its Core Designer and Chip Designer SaaS products
- Design work included wireframes, prototypes, visual design, specifications for development

Product Designer / Seneca Systems

OCTOBER 2015 - APRIL 2017

Sole UX designer at Seneca, an early-stage startup backed by Y Combinator and Initialized Capital, for Romulus, a SaaS CRM for local governments. Adopted in cities such as Chicago, Houston, Oakland, Miami, and Boston.

- · Conducted user research; created wireframes, task flows, visual design
- · Worked with developers, customer experience lead, and salespersons
- · After delivering app redesign, paid user count grew fivefold

UX Designer/Developer / i360 LLC

NOVEMBER 2013 - APRIL 2015

At i360, a political data analysis company, I designed iOS and Android versions of two mobile apps: i360 Walk, which supported door-to-door canvassers, and i360 Calls, part of a phone-canvassing system.

SKILLS

Design: Prototyping, interaction design, wireframes, visual design, user research, illustration, UX writing, Information Architecture

Software: Figma, Sketch, Photoshop, GitHub, InVision, Illustrator, Balsamic, InDesign, Xcode, Visual Studio

Code: HTML, CSS, Sass, BEM, Javascript, Styled Components

EDUCATION

University of Missouri B.A. Fine Arts Concentration in graphic design