

NATE FOLSOM

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UX Designer

SKILLS

Interaction Design: Sketch App, Wireframing, Sketching, Storyboarding, User Flows

Usability/Prototyping: InVision, Website/App Prototyping, HTML/CSS, Usability Test Facilitation

Visual Design: Adobe Illustrator, Branding, Logo Design, Hi-fidelity comps

PROJECTS

NeuFarms iPhone App

3 week duration

Visual Designer, Information Architect, Project Manager

Developed company branding and logo. Created style guide and designed screens for customized farming app.

Communicated with client and organized team deadlines and daily meetings.

Costco App

2 week duration

Interaction Designer

Devised task scenarios, wireframed app screens, prototyped app for usability testing.

EDUCATION

General Assembly Seattle

3/2019-5/2019

User Experience Design Immersive Graduate

A 10-week, 400-hour user experience design intensive program. Coursework included hands-on collaborative projects using industry standard processes and tools.

Western Washington University

Graduated 6/2017

Bachelor of Science (B.S.) - Industrial Technology Vehicle Design

Completed courses on the engineering and design of automobiles, airplanes, and boats; as well as courses from the ABET-accredited Plastics and Composites Engineering and Manufacturing Engineering majors.

WORK EXPERIENCE

Top Shelf Turning - Seattle WA

9/2017-present

Owner, Operator

Founded to sell handmade wood products. Business includes client interaction, website design, and digital marketing, as well as physical product design, prototyping, and manufacturing.

Mangia Bene Catering - Seattle WA

2015-2017

Chef, Server

Prepared food, assisted with event setup/teardown.

Spiral Arts, Inc. - Seattle WA

2012-2015

Machinist, Metal Fabricator

Assisted team in production of glassblowing equipment through machining and fabricating metal components.

OTHER

Self taught woodturner/maker since 2009

Classic import car enthusiast

Hot sauce maker