NATE FOLSOM

Seattle, WA

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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