Natalie Duerr

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Education

Northeastern University

2016 – PRESENT · BOSTON, MA

BFA in Design with a focus in Interaction Design expected May 2021.
Minors in Computer Science and Art History.
GPA: 3.8, Dean's List

Relevant coursework: Interaction Design I & II, Programming Basics, Physical Computing, Graphic Design I & II, Typography I, Fundamentals of Computer Science I & II

Experience

BevSpot · Junior Designer

JULY 2019 – APRIL 2020 · BOSTON, MA

Contributed to a small, fast-paced design team on both product features and marketing for a SaaS company. Created user flows and applied visual designs to an e-commerce feature that integrated with the world's largest food distributor. Worked on various projects ranging from research, user experience design, visual design, to front-end development.

Scout Studio · Designer + Front-end Developer

SEPT 2017 – APRIL 2019 · BOSTON, MA

Worked across multiple clients to build out wireframes, strategic assets, high-fidelity screens, and designs. Created and executed user research plan and user flows for a new productivity app, Contuity and Mass Hike's booking platform. Designed low and high fidelity responsive screens for Mass Hike's website. Collaborated with developers to create a technical plan and design responsibly. Built flexible front-end system in React Native based on visual designs for Contuity.

OHO Interactive · Junior Designer

JULY 2018 – DEC 2018 · SOMERVILLE, MA

Created wireframes, sitemaps, and visual designs as part of redesign and optimization efforts. Participated in discovery meetings to gather requirements and presented work directly to clients. Devised design solutions to overcome UX challenges and achieve higher accessibility standards, resulting in the approval of increased budget for an interactive marketing asset.

Expertise

Proficient in
Sketch, InVision, Adobe Creative Suite, Figma , HTML, CSS, Sass/SCSS, React, jQuery

Knowledge of
Adobe After Effects, Premiere, JavaScript, SQL, Arduino, React Native

Interests

Films, reading, micro-interactions, baking, accessibility, cats, video games