



# 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, Programming Basics, Typography I, Graphic Design I, Fundamentals of Computer Science I & II

## Experience

### Scout Studio · Designer

SEPT 2017 – PRESENT · BOSTON, MA

*Scout is a student-run design studio. Each semester the studio team works on design and development projects for four clients.*

Work across multiple clients to develop wireframes, strategic assets, high fidelity screens, and designs. Led research and user experience effort for Mass Hike's website and booking platform redesign. Collaborate with students to further develop brand, print materials, and web deliverables.

### OHO Interactive · Junior Designer

JULY 2018 – DEC 2018 · SOMERVILLE, MA

*OHO Interactive is a web design studio that works on full website redesigns for a variety of clients.*

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.

### Tastemakers Magazine · Designer

JAN 2017 – DEC 2018 · BOSTON, MA

*Tastemakers is Northeastern University's music magazine that offers students the opportunity to have a voice in the music industry.*

Collaborated with writers to create a visual experience and illustrations for their stories. Participated in weekly critiques and team meetings.

## Expertise

### Proficient in

Sketch, InVision, Adobe Creative Suite, HTML + CSS, Sass/SCSS, jQuery, Microsoft Office, Apple iWork

### Knowledge of

Adobe After Effects, Premiere, Javascript, Java

## Interests

Reading, accessibility, baking, meaningful interactions, watching films, cats, user experience, video games