NATHAN FRIEDMAN

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SUMMARY

- Insightful UX Designer employs the human-centered design process.
- Earned a Certificate in UX/UI from the University of Texas at San Antonio, developing strong design skills such as user interviewing, data analysis, and wireframing.
- Engaged tools including Figma, InVision, and Visual Studio Code.
- Draws transferable skills from an extensive work history, including research, communication, and adaptability.

SKILLS

UX/UI: User Insight Identification, User Research, Layout Design, Visual Design, Prototyping, Usability Testing, Information Architecture, Wireframes, Creativity, Agile Method

Technical: Figma, InVision, Miro, Visual Studio Code, GitHub, HTML, CSS, JavaScript, jQuery, Bootstrap

UX/UI EXPERIENCE

2U, Inc.
UX/UI Designer (Freelance)   Jun 2022 - Present
- Applies the design process to humanize a user type and define a product that meets their needs, as part of a cross-functional team project.
- Conducts user interviews, affinity diagramming, persona and empathy map creation, user insight identification, competitor analysis, user flow creation, and sketching.
- Uses Miro to organize the user research data and visualize the wireframe sketches.

Project: Redesigning gardopiagardens.org | https://bit.ly/3s8LUQ6
UX/UI Designer, Front-End Web Developer   Oct 2021
- Nonprofit website redesign to inspire users to embrace principles of good health.
- Team programmed a responsive, frontend prototype product of the website redesign, enhancing accessibility, usability, and interaction.
- Responsible for user research, wireframing, and coding.
- Technologies Used: Figma, Miro, Visual Studio Code, GitHub, HTML, CSS

Project: Redesigning agif-nvop.org/ | https://bit.ly/3scJAr4
UX/UI Designer   Aug 2021
- Group redesign of a nonprofit website to encourage users to find their needed services.

- Team created prototypes of responsive, polished designs of the reassembled site content and layout.
- Responsible for conducting user research and testing, wireframing, and prototyping.
- Technologies Used: Figma, Miro, InVision

Project: Designing Brainspace | https://bit.ly/3L5mQ5a

Project Manager, UX/UI Designer   Jun 2021

- App design to allow users to anonymously discuss their mental health together.
- Team created prototypes for onboarding, anonymous profile creation, and forum navigation screens.
- Responsible for managing the group through the design process using tools and a workflow; and for conducting user research, sketching, and prototyping.
- Technologies Used: Figma, Miro, InVision

ADDITIONAL EXPERIENCE

Mentco, Inc.
Accounts Payable/Accounts Receivable Clerk   Aug 2022 - Present

Addison Group
Temporary Roles   Jan 2022 - Jul 2022

Peyton Resource Group
Temporary Roles   Aug 2021 - Dec 2021

Robert Half Talent Solutions
Temporary Roles   Mar 2014 - Jun 2021

David Lipsit & Associates
Office Clerk   Jun 2011 - Mar 2013

EDUCATION

University of Texas at San Antonio, San Antonio, TX
Certificate in UX/UI   Oct 2021

- An intensive, dedicated program in the boot camp style.
- Led the delivery of 3 group project presentations after being selected each time by team consensus.

Trinity University, San Antonio, TX
Bachelor of Science in Business Administration with a Concentration in Finance   May 2011