**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