



Nick Fredman

UX Designer

San Francisco, CA



CONTACT

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CONNECT

www.linkedin.com/in/nickfredman

www.nickfredman.com

SKILLS

Wireframes Prototyping
Content Strategy Front End Dev
User Testing Agile Management
Timeline Planning
Pitching & Presenting
Remote Hiring & Managing

TOOLS

Adobe CS InVision
Sketch 3 Prototyping Tools
HTML & CSS JavaScript
Keynote & Powerpoint
Ableton Live

Interests

Climbing Marathons
Beer Competition Judging
Snowboarding Meditation
Play Music Production

BACKGROUND

DESIGN EXPERIENCE

2015 - Current

[Cyrano - San Francisco, CA](#)

UX Consultant

- Analyze research results from beta users and synthesize re-designed wireframes
- Create information architecture and modernize branding for Android App
- Structure product roadmap and feature priority tied to user needs

2014-2015

[LFO.Audio - Denver, CO](#)

Co-founder & Chief Designer

- Launched 2 landing pages for initial user acquisition
- Designed desktop and mobile application used by over 20 musicians and 2,000 users
- Oversaw fundraising efforts by creating decks and crafting pitch strategies

2013-2014

[Evolv On-Demand - San Francisco, CA](#)

Director of Sales Engineering

- Built processes to standardize interactions between Sales, Marketing, and Engineering based on sales meetings and client feedback
- Owned and updated demo clients for both products managing updates in JavaScript & HTML
- Pitched to over 100 potential clients and disseminated product information to remote engineering team and senior management

MANAGEMENT EXPERIENCE

2011-2013

[FredCo - Remote / International](#)

Founder & Team Manager

- Hired and managed team of 15 remote developers and designers working on iOS projects
- Interviewed clients and users to develop feature roadmap for 11 mobile apps
- Built wireframes for use by remote designers and developers
- Ran the sales channel by bringing in new work, pitching scope, and interfacing with clients during the development process

2006-2009

[Midway Games - Chicago, IL](#)

Project Manager

- Created management system for 50 employees across three disciplines, controlling the workflow for an open-world action game with \$12M budget
- Created customizable excel template for workflow management used by the 5 other agile teams throughout the studio
- Developed team's internal bug tracking system and implementation process with QA

EDUCATION

2015

[General Assembly - San Francisco, CA](#)

UXDi program

2014

[RefactorU - Boulder, CO](#)

10 week full-stack JavaScript bootcamp

2009-2011

[University of Colorado - Boulder, CO](#)

MBA with a focus on Entrepreneurship & Digital Marketing

2001-2005

[Indiana University - Bloomington, IN](#)

B.A. in Classical Civilizations, minors in IT & Music Studies