

# Nick Fredman

**UX** Designer

San Francisco, CA

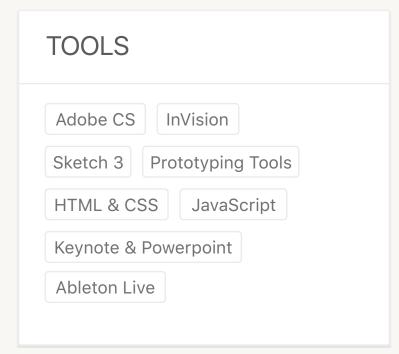


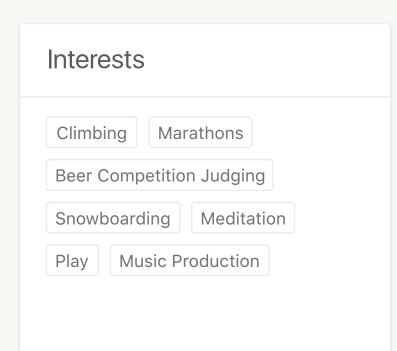
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CONNECT

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





# **BACKGROUND**

#### **DESIGN EXPERIENCE**

2015 - Current

### Click - 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
- **Q** 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
- 0 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

**o** 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
- 0 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**

**o** 2015

General Assembly - San Francisco, CA

UXDi program

**o** 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

0 2001-2005

# Indiana University - Bloomington, IN

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