

NICOLAI DORENG-STEARNs

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Cognitive Scientist turned User Experience Designer with a passion for turning knowledge into action and experience founding, facilitating, and working in human-centered design spaces.

Education

General Assembly

User Experience Design Immersive

10 week full-time immersive course teaching the core skills that make up the entire user experience design process from research and ideation to prototyping and testing.

Sept - Nov 2014

University of California Berkeley

Bachelor of Arts in Cognitive Science

Aug 2010 - June 2014

Experience

Designer-in-Residence

General Assembly - San Francisco

Five week position mentoring General Assembly's User Experience Design Immersive students and developing relationships with companies for students to work with on their final project.

- Filtered out feasible client projects and worked with the clients to define the scope and expectations of the project.
- Held one-on-one and group sessions with students helping them define their personal brand, design their portfolios, and excel on their projects.
- Participated in instructor meetings to plan lessons, prepare activities, and provide feedback.

Jan - Feb 2015

UX Designer

Gobbler - San Francisco

Three week team project redesigning the experience, workflow, and interface of Gobbler's online collaboration platform for musicians.

- Performed competitive analysis to understand Gobbler's strengths and how our design could accentuate them and conducted user interviews and a literature review to elucidate the core elements of collaboration.
- Iterated through low-fidelity prototypes to identify the best way to combine Gobbler's strengths and the elements of collaboration.

October 2014, January 2015

UX Designer

SFMTA - San Francisco

Two week school-instigated team project designing a mobile application to increase MUNI ridership during off-peak hours by making it easy to find your route and buy a ticket.

- Conducted user interviews and contextual inquiry to identify key pain points in riding the bus and designed interactions that resolved these pain points.
- Conducted usability tests and iterated through prototypes to refine the design.

Sept - Oct 2014

UX Designer

Magic Toy Shop - San Francisco

Two week school-instigated solo project designing an e-commerce platform for a locally owned toy store.

- Identified the differences in people's mental models of physical stores and online shopping.
- Performed multiple open and closed card sorts to hone in on the best way to organize the shop's products to allow for maximum findability while encouraging exploration.

September 2014

Cofounder

Design Engineering Collaborative - UC Berkeley

Two year passion project conceiving of and founding an organization to encourage and empower student creation.

- Designed the structure of the organization and the layout and workflow of the physical space we worked in.
- Empowered culture change by demonstrating to a large institution the success of a human-centered process.

Sept 2012 - June 2014

Skills

Ideation

Competitive Analysis
User Journey Mapping

Content Strategy

Affinity Diagramming
Information Architecture

User Research

Interviewing
Contextual Inquiry
Data Analysis

Usability Testing

Walkthroughs
Heuristic Evaluation

Rapid Prototyping

Proto.io
Invision App
POP

Wireframing

Omnigraffle
Illustrator