

+ portfolio

nicholascarbone.com

+ projects

HotTub

- Responsible for shaping HotTub's design vision and direction.
- Reimagined the group chat experience to fully design and build a mobile application with an expected release of Spring 2019.
- Implemented agile methodology for feature design collaboration for initial implementation.

BarHop App

- Designed a mobile iOS app from ideation to completion.
- Developed assets and designed the user flow through the app that were then implemented into a functioning mockup.
- Utilized Sketch and Adobe CC to map out ideas and develop assets for creating animations and user interactions within ProtoPie.

Food Story Prototype

- Designed mockups and layouts using InVision for review and approval from the project lead and clients.
- Developed the final prototype which was selected as the pitch used to present to company's investors.
- Implemented changes based on user critique prior to starting full development.

+ employment

Carbon Computing · Princeton, New Jersey

Product Designer – July 2018 to Current

- Conceptualize and design thoughtful user experiences and interfaces for both mobile and web.
- Strategize with product leadership to define features and help steer the overall direction of the product.
- Use the design process to create and validate designs for new experiences through mockups, wireframes, flow diagrams, prototypes and sketches.
- Work closely with the Engineering team to ensure a high-quality user experience.

Impact Six · Philadelphia, Pennsylvania

Ui / Ux Designer – May 2018 to Current

- Consulted with clients to understand their goals and establish a central design for their product.
- Designed wire frames, storyboards and screen flows.
- Designed rapid product prototypes and conducted usability testing.
- Analyzed user activity and feedback, to enhance the user experience.

Phoenix Manufacturing · Ocean, New Jersey

Visual Designer– June 2016 to September 2017

- Designed and executed marketing & branding initiatives such as presentations, landing pages, client media assets, website assets, and print & digital campaigns.
- Utilized Adobe CC to create and change product marketing materials to revamp towards a modern and sophisticated branding.
- Produced wireframes and concept designs that were then developed into a final product.

Division of Information Technology at Montclair State University

Desktop Support Supervisor – August 2017 to December 2018

- Responsible for overseeing and training 15 Desktop Support technicians.
- Used extensive knowledge of all campus-wide hardware and software to resolve all escalated issues.
- Met with clients one on one to diagnose and resolve more in-depth computer issues.

Desktop Support Technician – July 2016 to August 2017

- Provided support for a user base of approximately 30,000+ using service now ticketing system.
- Provided timely fixes in a fast-paced environment to resolve all campus-wide support issues without the use of any script or predefined method.

+ skills

UI / UX DESIGN

HTML & CSS

Sketch

Adobe XD

InVision

Figma

Zeplin

ProtoPie

Adobe CC

Adobe Photoshop

Adobe Illustrator

OTHER

Agile Methodology

Adobe After Effects

Adobe Premiere Pro

Windows / Mac Operating Systems

PC / Mac Hardware

Cinema Design 4D

Keynote / Powerpoint

+ education

Montclair State University

Bachelor of Science, Major in Information

Technology, Minor in Computer Science

2016 – 2018

Rochester Institute of Technology

New Media Interactive Development

2014 – 2016