

Nick Kalmus:

UX & Visual Designer

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Education

Knox College
Galesburg, IL
BA, 2010
Studio Art

About Nick

- UX designer with visual design and front-end coding experience
- Has worked in cultural institutions, arts publications & freelance
- Makes cohesive experiences & designed ecosystems
- Sees projects from conception all the way through to launch

UX Skills

research

User Interviews
Persona Creation
Usability Testing
A/B Testing

wireframes

Paper Prototyping
Omnigraffle
Balsamiq Mockups
Invision

visual design

Adobe CS
Sketch

Development Skills

HTML5
CSS3
WordPress
Drupal
Git

Experience

User Experience Design Immersive Student at General Assembly • 2015 • Chicago, IL

- Completed four projects through various stages of the UX process, including research, ideation, wireframing, testing, mockups, and development.
- Rounded out UX skillset by focusing on rigorous research, quick ideation, persona creation, user flow mapping, documentation, and presentations.
- Bolstered wireframing skills in Omnigraffle and front-end chops with hand-coded HTML & CSS.

Visual & User Experience Designer

at The Field Museum • 2011-2015 • Chicago, IL

- Grew the role & responsibilities of the position, advocating for & implementing a lean-startup-modeled UX & design process.
- Underwent complete restructuring of the web department from a subsidiary of IT to a fully-resourced marketing team.
- Performed extensive user research, analytics, and A/B testing as part of the Field's website overhaul in 2014.
- Set graphic standards for main Field Museum website & other Museum-related online & social properties.
- Developed a new single-page application template for Museum exhibition sites. Launched sites for Vikings and China exhibitions.

Credentials & Speaking Roles

Presenter, **The Basics of Mobile Websites**, at American Alliance of Museums Annual Meeting • 2014 • Seattle, WA