



NATALIE KITCHELL

UX DESIGNER

CV

INTRODUCTION

I have flair for project planning in teams. In my work, I have gotten good feedback on my abilities to get projects and the participants organized, starting a dialogue between the participating professional groups and get everyone focused on a common goal; helping the project group focus, get a common vision, and start better cooperation. I have a keen eye for aesthetics and details, and have the ability to solve problems with accuracy and attention to detail in a creative and effective way through my experience working in architecture.

Portfolio: <https://nataliekitchell.wixsite.com/portfolio>

SKILLS

Sketch	Experienced
Balsamiq	Experienced
InDesign	Interm./Exp.
Illustrator	Interm./Exp.
Photoshop	Intermediate
Optimal Workshop	Intermediate
Design development	Professional
Project planning	Professional
Sketching	Experienced

CONTACT

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LANGUAGE

Danish: Fluent

English: Fluent

INTERESTS

Running:

I completed my first half marlin in
September 2018

Surf:

On my vacation to Mexico I was
surfing a lot and been completely
hooked by the feeling you have during
and after, it is meditation for the head
and soul.

Sustainability:

I'm interested in sustainability and
especially ways to reduce single use
plastic and find it interesting to help
find realistic ways to live more
sustainable.

COURSES/ EDUCATION

DIGITAL KOORDINATOR - GOOGLE SUCCES ONLINE

Certified: 'Google analytics' & 'Digital marketing basics' - May 2019

3 weeks intensive course. We were introduced to, and worked with various digital marketing tools, such as: 'Google analytics', creating a digital strategy, landingpages, understanding organic - and payed traffic. We also did a case study of Herlöv Kro helping them get more weekend bookings, by updating their homepage and giving suggestions for a beneficial marketing approach online.

UX DESIGNER - CAREER FOUNDRY

Online course - October 2018 - July 2019

The course takes us throughout the UX design process, from identifying human needs and motivation to the presentation of a marketable product. Beginning by analyzing competitors' products and defining users with personas. Through the course, we examine every detail of the design process and apply it to our own product (information architecture, user flow, prototypes, user test, visual design, and high-fidelity wireframes). Finishing with making a video presentation and portfolio ready material.

ARCHITECTURE AND URBAN DESIGN - DEN SKANDINAVISKE DESIGN HØJSKOLE

Certificat - August 2017 - December 2017

5-month full-time course in architecture and urban design. We learned different design processor and concept development, model building techniques, material study, and sketching. In addition, I had elective subjects in croquis drawing, graphic design where we developing a visual identity, silk screen printing and textile art and material study.

ARCHITECTURAL TECHNOLOGY AND CONSTRUCTION MGMT. - KEA

Professionsbachelor - Februar 2012 - July 2015

The education is directed at a job as an architectural technologist.

Via the education we learn to work in groups and undergo all phases of the design process; from design, 3D modeling and detailing, maintenance, building planning, and budgeting.

PROFESSIONAL EXPERIENCE

ARCHTECTORAL TECHNOLOGIST- LENDAGER ARKITEKTER

August 2018 - December 2018

I was in charge of multiple design project having to organize with coworkers and other professions involved. The work involved designing, planning, correspondence, preparing material for meetings and keeping up with deadlines. Together we did 3D models and visualizations of the building, making sure to meet the clients needs and wishes while still creating a realistic project and product that kept budget.

ARCHTECTORAL TECHNOLOGIST - VILHELM LAURITZEN ARKITEKTER

August 2015 - December 2017

During my time at VLA I was in charge of larger housing projects. This involved making the logistics of everything fit together. Getting the general shape of the building to fit with the layouts of the flats. We had to make sure that the layout and flow of the building were intuitive, simple and easy to understand while being easy to construct. Making the everyday life of inhabitants easier by creating buildings that were easy to understand and use.

ARCHTECTORAL TECHNOLOGIST - MARA + NATHA ARCHITECTS (VANCOUVER, CA)

August 2014 - December 2014 (PRAKTIK)

I mostly did different design assignments creating the lead architects vision into 3D models. I also had much client contact where I was working with them, coming with design suggestions and discussing different approaches with the client helping them meet their wishes.