Natalie Metzger

natalie@thefuzzyslug.com
971.266.1950
portfolio.thefuzzyslug.com

August 7, 2018

Dear Phase2,

With a decade spent in freelance graphic design and illustration, I've gained invaluable and varied experience designing products for stakeholders. Additionally, I'm currently nearing the end of a Bloc Design Track mentorship program where I've honed and picked up skills in UX, visual, and front-end design. In addition, my background in IT has taught me the importance of attention to detail and empathy, user experience skills to help stakeholders achieve their goals, the importance of thorough testing and documentation, and an understanding of development challenges.

My flexibility, independent thinking, and self-motivation has allowed me to work seamlessly in both independent and highly collaborative environments. I enjoy taking on design challenges and learning new skills. My strong communication has ensured that details of a project are not lost while coordinating and understanding the requirements of the stakeholders. I take pride in providing the highest quality work while meeting and exceeding stakeholders' goals and timeline.

Through my Bloc mentorship, I'm currently in the middle of designing and coding a new portfolio site that includes all of my case studies. I can provide you with these case studies if desired as my current live portfolio is missing these key UX/UI design examples.

Thank you for your time and consideration.

Best,
Natalie Metzger

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SUMMARY

I'm a Portland Area-based visual/UX designer with a passion to understand people's needs, to design friendly solutions, and to help people tell their stories.

SKILL SET

Visual Design
UX/UI Design
Branding & Identity
User Research
Persona Creation
Competitive Analysis
Content Strategy
Wireframing
Prototying
Usability Testing
Front-End Development
Illustration

TOOLS

Adobe Creative Suite
Sketch
Figma
InVision
Usability Hub
Git/Github
HTML5, CSS3, & JavaScript
Python

RECENT PROJECTS

Game Wizard | UX, Visual Design, Branding, Prototyping
Designed game selection assistant mobile app and website, conducted user research/testing, built wireframes and prototype, developed branding, team coordination

Brainspace | UX, Visual Design, Branding, Prototyping
Designed conceptual cloud storage service app, conducted user research/testing, built wireframes and prototype, developed branding

Action Cats! | Product Design, Branding, Illustration
Designed product and branding for a storytelling game about the secret lives of cats

EXPERIENCE

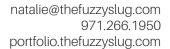**Visual Designer** | Fuzzy Slug Studios/Freelance | 2006 - Present
- Illustration, visual design, branding, and cartooning
- Visual design and art direction for 100+ page publication
- Fast paced design development for tight timelines
- Designed content for digital and print materials/product
- Collaborated with designers, PMs, writers, and developers

Visual Designer | Parsec Awards | 2014 - Present
- Visual design for promotional materials
- Coordinated with committee members to plan awards process
- Coordinated with entertainment professionals

Network Systems Administrator | Cadet Manufacturing | 2006 - 2017
- Designed infographics for sales and production facts
- Designed decorative product posters
- Created user documentation

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Telecommunications Engineer | ACS Group | August 2002 - April 2006

- Designed and developed automation application
- Designed company website

Telecommunications Technician | University of Portland | January 2000 - August 2002

- Developed system administrative applications campus-wide usage
- Developed and designed student network registration system

EDUCATION

Bloc | 2019 | UX/UI, Visual, & Front-End Design Apprenticeship

Portland State University | 2007 | MS, Electrical Engineering. Networking/Robotics

University of Portland | 2002 | BS, Electrical Engineering, Computer Track

PUBLICATIONS

Miniatures: The Very Short Fiction of John Scalzi by John Scalzi

Subterranean Press 2016 - Cover and interior spot illustrations

Oregon Reads Aloud: A Collection of 25 Children's Stories by Oregon Authors and Illustrators

Graphic Arts Books 2016 - Illustrations for "Have Spacesuit, Will Travel" by Curtis C. Chen