


Nicole Keister


UX DESIGNER

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EDUCATION

USER EXPERIENCE DESIGN

General Assembly | 2018

- Designed a mobile app from scratch—from paper sketches and low-fidelity wireframes to an interactive, high-fidelity prototype with custom icons
- Conducted user interviews, usability tests, and card-sorting tests to pinpoint user needs, design flaws, and intuitive information architecture
- Established product requirements, user flows, and personas based on results of human-centered research

B.S. COMPUTER SCIENCE, ART MINOR

College of William & Mary | 2013 - 2018

Human-Computer Interaction Design

- Created personas, user journey maps, and user flows, establishing an understanding of the target audience for an original Android app
- Drew paper sketches, then wireframes and low-fidelity prototypes

Game Design

- Designed and built a multiplayer desktop battle game in a team of 4

WORK EXPERIENCE

FULL-STACK SOFTWARE ENGINEER

Cvent | MAY 2018 - PRESENT

Delivered complex key features used by 90% of customers as part of a massive redesign for event registration in Cvent's flagship technology. Collaborated with product, content, and design teams to finalize story requirements, written content, and feature functionality.

FRONT-END SOFTWARE ENGINEER INTERN

FireEye | MAY 2017 - AUG 2017

Implemented an entirely new UI style for company's web app in JavaScript and Less.

FRONT-END SOFTWARE ENGINEER INTERN

SecureAuth | MAY 2016 - AUG 2016

Built dynamic user security settings in React, while following test-driven development.

FRONT-END SOFTWARE ENGINEER INTERN

FireEye | JUN 2015 - AUG 2015

Developed an interactive design system and style guide with code snippets, improving efficiency of UI development and streamlining the handoff between designers and developers.

SKILLS

DESIGN Sketch InVision Illustrator Wireframes IA Prototyping Blender Maya

DEVELOPMENT React JavaScript Python Java Git Less CSS HTML Jest C++ SQL