

# Parker Nussbaum

# Experience Designer

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## Experience

### UX Designer - Amazon - Capstone project

Pittsburgh, Pennsylvania | January 2020 - Present

I am working with Amazon Music's design team and MHCI Students at CMU to explore the future of music streaming platforms and services. My role includes designing and prototyping conversational interfaces, designing digital assets, conducting research interviews sessions, and ideating on the role of curation in music streaming experiences.

### Industrial Designer - Rottet Studio

Houston, Texas | May 2017- July 2019

Developed, designed, and managed manufacturing of furniture and lighting for hospitality, commercial, and residential environments. This included creating 3D models, manufacturing documents, profitability analyses; and performing logistical planning. I also served as a project manager on design engagements with Haworth furniture and Visual Comfort lighting.

### Industrial Designer - KBR Wyle at NASA JSC

Houston, Texas | June 2016 - February 2017

As a member of the Mars Ascension Vehicle team, I designed and prototyped mockups for human-in-the-loop testing and human factors analysis; created habitable space craft designs in CAD with the Habitability Design Center for deep space environments; and participated in managing design workshops with subject matter experts.

### Junior Designer - AB Modern Group

Houston, Texas | January 2015 - May 2016

I created interior architecture drawings and custom furniture designs for commercial and hospitality projects. I also Supported the marketing department by creating advertising content, developing the AB Modern Group website, and photographing successful projects.

## Objective

I am a passionate designer obsessed with product and interaction. I am looking to redefine experience and create successful design solutions.

## School

### Carnegie Mellon University

August 2019 - August 2020

Master's of Human-Computer Interaction

### University of Houston

August 2011 - May 2015

Bachelor's of Science in Industrial Design

## Skills

**Software** - Figma, Sketch, Invision, InDesign, Illustrator, AfterEffects, Voiceflow, Tableau

**Design** - Interaction, Service, Wire framing, Prototyping, Conversation, Personas

**Development** - HTML, CSS, JS, Python, Scikit, Jupyter, Git, C++

**Collaboration** - Organizing workshops, Facilitating critiques, Product pitching, Team-oriented collaboration