

# Parker Nussbaum

# Experience Designer

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## projects

### UX DESIGNER - AMAZON MUSIC - MHCI CAPSTONE PROJECT

PITTSBURGH, PENNSYLVANIA | DEC 2019 - PRESENT

Working with Amazon Music's design team and MHCI Students at CMU to explore the future of music streaming platforms and services in 3-5 years. This experience focuses on utilizing music as a "material" and how it will flow through multiple Amazon service touch-points to bolster the music listening experience. This role includes designing and prototyping conversational interfaces, designing digital assets, and exploring the role of curation in music user experience.

### UX DESIGNER - DORO MOBILE APPLICATION - MCGINNIS VC COMPETITION

PITTSBURGH, PENNSYLVANIA | DEC 2019 - PRESENT

The project is part of a venture capital competition at the Tepper School of Business. Our product focuses on using machine learning to track user's stress levels and indicate when users need breaks or are nearing burnout. My role is centered on designing the products interactions, basic asset creation, and machine learning implementation in the service system.

## work

### 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. Functioned as a product manager on design engagements with Haworth, a furniture manufacturer, and Visual Comfort lighting; increasing our presence in the high-end furniture marketplace throughout my tenure.

### INDUSTRIAL DESIGNER - KBR WYLE NASA-JSC

HOUSTON, TEXAS | JUNE 2016 - FEB 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 usability workshops with subject matter experts. Led a project to create a mockup of the Orion capsule for Space Center Houston with Lockheed-Orion Marketing team. Increased KBR Wyle's billings during my tenure and opened new contracts with the United Launch Alliance

### JUNIOR DESIGNER - AB MODERN GROUP

HOUSTON, TEXAS | JAN 2015 - MAY 2016

Created interior architecture drawings and custom furniture designs for commercial and hospitality projects. Assisted with managing residential projects, working directly with clients to produce custom furniture pieces. Supported the marketing department by creating advertising content, developing the AB Modern Group website, and photographing successful projects.

## technical

Figma, Sketch, Invision  
InDesign, Photoshop, Illustrator  
AfterEffects, SparkAR, Voiceflow  
Github, HTML, CSS, JS,  
Python, Visual Studio, Jupyter  
Tableau, Excel, Matplot  
Scikit-learn, OpenCV

## soft skills

organizing workshops  
facilitating design critiques  
evangelizing design  
being flexible + adaptable  
team-oriented  
empathetic  
product pitching

## design skills

interaction design  
service design  
industrial design  
human factors  
wire framing  
prototyping  
user flows

## objective

A passionate designer obsessed with product, strategy, and interaction. Looking to redefine design and successful solutions that create lasting change for stakeholders.

## school

### CARNEGIE MELLON UNIVERSITY

AUG 2019 - AUG 2020

Master's of Human-Computer  
Interaction

### UNIVERSITY OF HOUSTON

AUG 2011 - MAY 2015

Bachelor's of Science  
in Industrial Design

## honors

### INTERIOR DESIGN MAGAZINE BEST OF THE YEAR FURNITURE AWARD

JAN 2018

### AWARD OF EXCELLENT WORK FROM HUMAN HEALTH PERFORMANCE AT NASA-JSC

MAR 2017

### INDUSTRIAL DESIGN SOCIETY OF AMERICA THESIS AWARD WINNER

MAY 2015

### MAKE DESIGN MATTER SCHOLARSHIP RECIPIENT

MARCH 2015

## interests

road bicycling  
collecting records  
guitars, synths  
skiing, hiking  
traveling, scuba