Nathan Zukerman

Senior UI/UX Designer & UX Research Lead
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Professional Summary

Senior UI/UX Designer and Research Lead with 7+ years of experience designing intuitive digital experiences for startups, government, and Fortune 500 clients. Specializing in design systems, accessibility (WCAG 2.1), and user research methodologies. Proven ability to drive product strategy through data-driven design decisions, leading cross-functional teams to deliver measurable business impact.

Key Achievements

• 500K+ Users Impacted through designed products
• 650+ Research Participants in user research studies
• 50+ Design System Components in production libraries

Professional Experience

Senior Interaction Designer — Pearl

Remote (02/2023 – 10/2023)
• Led end-to-end design for 3 product launches, reaching 50K+ users in first quarter
• Built comprehensive design system with 50+ components, reducing design-to-dev time by 40%
• Designed responsive interfaces for web and mobile, improving conversion rates by 25%

Senior UX Designer — Booz Allen Hamilton

Washington, DC (09/2019 – 10/2021)
• Drove UX strategy for federal digital transformation initiatives across 5 government agencies
• Reduced user errors by 20% through inclusive style guide development for NIH's Library of Medicine
• Led DOT website redesign resulting in 15% increase in user engagement and 200K+ monthly visits

UX Research Lead (HCI) — BMW Group

Savannah, GA (09/2019 – 11/2019)
• Conducted comprehensive user research study with 500+ participants across 3 markets
• Designed and validated BMW's first natural gesture interface using advanced HCI methodologies
• Presented research findings to C-level executives, securing $500K+ for prototype development

UI/UX Designer — USAA

San Antonio, TX (06/2018 – 08/2018)
• Designed 3 icons adopted into official design library, used by 12M+ active users
• Contributed to service feature launch that increased app engagement by 15% and retention by 10%

Core Competencies

Design: Figma, Adobe XD, Sketch, InVision, Illustrator, Photoshop, Principle
UX Methods: User Research, Wireframing, Prototyping, Design Systems, Accessibility (WCAG 2.1), Interaction Design
Research: Usability Testing, A/B Testing, Contextual Inquiry, Card Sorting, Survey Design
Technical: HTML/CSS, Responsive Design, Git/GitHub, Design Tokens, Component Libraries
Collaboration: Agile/Scrum, Cross-functional Leadership, Stakeholder Management, Mentorship

Education

Bachelor of Fine Arts in User Experience Design — Savannah College of Art and Design

References and portfolio case studies available upon request.