



Designer, Researcher, Strategist

Hi, I'm Nicole. I'm a dedicated and hard working creative with 10 years of experience across design and research. I have helped design and build apps, websites, products, interfaces, exhibitions, experiences, and films.

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## Education

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Exhibition Design Course  
Node Curatorial Studies | 2024

Certificate of Art and Design for Film  
South Seas Film School | 2023

Bachelors of Science in Industrial Design  
Georgia Institute of Technology | 2017

*Minor in International Affairs*  
*Graduated with Highest Honors*

## Skills & proficiencies

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### Software

- Adobe Creative Suite (Illustrator, InDesign, Photoshop, Lightroom...)
- AutoCAD
- Axure
- Blender
- Canva
- Figma
- InVision
- Keynote
- Marvel
- Microsoft Office (PowerPoint, Word, etc)
- Miro
- Sketch
- Solidworks
- Rhino

### Design

- 2D and 3D thinking
- Brand design
- Ideation
- Patterns recognition
- Personas
- Prototyping
- Research
- Sketching
- User interviewing
- UX Design
- UX Research
- Visual communication
- Wireframing
- Workshopping
- Strong communication (written & oral)

## Volunteering

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### Designer for Creatives for Kindness

Designed branding, websites, products and content for non-profits in need of creative work

### UX / UI Design Mentor for DesignLab

Mentored students in design bootcamps, covering: UX Design, Visual Design, User Research

## Experience

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### Designer and Researcher | Freelance Worldwide 23 - 24

- Developing and iterating responsive screen designs and interactive prototypes for clients in architecture, healthcare, e-commerce, and public service industries
- Improving digital experiences for four different user groups: customers, professional clients, business owners, suppliers
- Defining, coordinating and implementing artistic vision and creative direction for short films, advertisements, music videos

### UX Designer | Indeed NYC 20 - 23

- Led International UX to improve global job search and job seeker's profile representation on profiles worldwide
- Developed usability research plans, ran tests, synthesized findings
- Designed a new search experience that allows job seekers to navigate and select an area on a map to search for a job
- Planned and executed an internal tool for market analysts to configure Profile experiences to be hyper local

### UX Design & Research Consultant | Vivaldi NYC 20

- Brainstormed, designed, prototyped, and pitched first-class digital customer experiences for clients in transportation and technology
- Led user research on a major client's brand and website refresh, delivering key insights to help develop UX concepts and wireframes

### Product Designer | SPARCK London 19 - 20

- Applied design thinking processes to help solve business problems and build digital products and services
- Presented to executive-level stakeholders, developing partnerships with clients in healthcare, energy, media
- Developed products from 0-1; led stakeholder interviews, user research, wireframing, prototyping, testing, through to delivery

### Lead Designer & User Researcher | Twenty-3 London 18 - 19

- Solo designer at fast-paced UK sports startup alongside content creators, developers, project managers, data analysts
- Created a web-based SaaS tool for clients to build bespoke data visualization graphics, providing real-time news and data to audiences

### Designer | Orange Sparkle Ball Atlanta 17 - 18

- Presented branding concepts and design strategy for clients in nonprofit and social impact sectors
- Planned, managed, and executed branding, motion graphic and video editing projects