

Nathan Potts

User Experience Designer: Austin, TX

www.nathancpotts.com
nathan@nathancpotts.com

Relevant Work Experience

UX Designer

February 2015 - Current

General Motors: Austin, TX

- Performed business analyst functions, front-end development, testing, documentation authoring, and primarily user research and interaction design in order to construct two releases of an internal business application.
- One of two UX designers who completely redesigned an internal business application taking an existing desktop application and moving it to the web, while aligning the user experience to our users
- Facilitated General Motor Monthly User Experience Group Meeting. Scheduled and facilitated discussion topics relating to design tools, processes, and topics of awareness.

UI Design Intern

June 2013 - August 2013

Hyland Software: Cleveland, Ohio

- Designed and constructed interactive prototypes using paper prototypes, usability tests, and high-fidelity mockups with marketing and UX teams.
- Critiqued and documented improvements to several existing and proposed designs within HR that resulted in several insights to other individuals.

Interaction Design Intern

May 2011 - July 2011

CareerScribe LLC: Carmel, Indiana

- Created paper prototypes and used HTML to make wireframes in order to better highlight user achievements
- Constructed and conducted usability testing to evaluate wireframes.

Education

M.S. in Human Computer Interaction Design

May 2014

Indiana University: Bloomington, Indiana

B.S. in Informatics

May 2012

Minors: Computer Science and Information Technology

Indiana University: Bloomington, Indiana

Skills

Design

- Affinity Diagramming
- Personas
- Sketching
- Storyboarding
- Storytelling
- Wireframing
- Usability Testing
- User Centerd Design

Tools

- Adobe Creative Suite
- Balsamiq
- HTML/CSS
- jQuery
- Sketch

Personal Projects

- Designing One-Handed Video Game Controller
- Developed local area business website

Hobbies

- Building Computers
- Dungeons and Dragons and other Tabletop RPGs
- Storytelling
- Playing and Critiquing Video Games