

Nate Green

User Experience Designer • nategreen.work

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Skills

- **UX design**
- **Interaction design**
- **Prototyping**
- Front-end development
- Visual design
- UX research
- Design system strategy
- UX copywriting, editing
- Web accessibility

Tools

- Figma, Framer, Axure RP
- Storybook, Zeroheight
- Google Analytics, Hotjar
- HTML, CSS, JS
- SCSS, postcss
- Angular, Svelte, web components
- Git, NPM, bash/zsh, cmd.exe
- Windows or Mac OS

Work Principal UX Designer at **Design House** 2022–present

- Design features and themes for Ideal, a platform for creating circular ad microsites
- Maintain the design system, including CI and lifecycle, in Github
- Architect and implement a theming system with advanced CSS and Angular module federation for a high degree of customization
- Solve tricky CSS problems and refactor UI components in Angular
- Conduct user research and team brainstorming/design sessions
- Analyze Google Analytics and Hotjar data to inform design/product decisions

UX Designer at **MRI Software** 2015–2022

- Design enterprise web apps, proptech customer portals and B2B2C mobile apps
- Lead design and development of a design system with internal contributors
- Conduct user research and design thinking sessions with internal and external clients
- Collaborate with product and development teams on strategy and requirements
- Consult with development teams on UI best practices in CSS and JS
- Interview UX candidates and mentor junior UX teammates

Web Marketing Specialist at **Kinetico** 2013–2015

- Create blog content, social media posts, email campaigns, etc.
- Consult with Kinetico's dealers about their web and social marketing
- Design printed product manuals and multimedia for corporate events

Education M.S. in UX from **Kent State University** 2016

B.A. in Visual Design from **Kent State University** 2012