

# Nathan Potts

User Experience Designer: Austin, TX

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## Relevant Work Experience

### UX Engineer

February 2015 - Current

General Motors: Austin, TX

- Performed business analyst functions, front-end development, and primarily user research and interaction design in order to construct two releases of the Content Optimization Tool.
- 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

### Tools

- Adobe Creative Suite
- Balsamiq
- HTML/CSS
- Javascript/jQuery
- PHP
- 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