Nicole Nussbaum
User Experience Designer

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Experience

Walkadoo Product Designer
MeYou Health
April 2015—January 2016

Walkadoo is a desktop and mobile app that encourages users to walk more, little by little, using customized step goals and point-based competitions. I worked in two-week design sprints. I started with a team design meeting to brainstorm user and product goals, then I moved through ideation and wireframes, a whiteboard review, mock-ups, and ended with prototypes and advising implementation.

User Experience Designer
PayPal Media Network (Defunct)
September 2014—February 2015

I designed and developed emails compatible across all clients, browsers, and devices. I also designed and developed responsive location-based advertisements and landing pages for various clients, using HTML, CSS, and JQuery. I created in-house marketing materials such as infographics, illustrations, and sales presentations.

User Experience Designer
AdviseStream
September 2013—June 2014

I designed various interactive features for web app AdviseStream, which is targeted towards students applying to med schools. I worked closely with the development team, sharing annotated mock-ups and prototypes.

Education

BFA Graphic Design and Interactive Media
Northeastern University

Boston, MA
May 2014

Projects

Recess
January 2014—June 2014

I worked with two other designers to design and prototype a delightful app that prompted users with small tasks to punctuate their days and cultivate joy. We designed satisfying, entertaining interactions, and frequently performed user testing.

WeTeam
September 2013—June 2014

Along with a team of three other designers and two programmers, I set out to improve the experience of group projects. We created a simple, satisfying task management tool that utilized a global progress bar and individual progress bars to encourage equal input from the team members.

Realm of Racket
January 2011—July 2013

I collaborated with a team of computer science students and professors to write, edit, produce, and market a programming textbook. As co-author, I wrote technical prose with a clear, easy-to-understand tone. I also played the role of layout designer; I chose and applied typographic treatments and layout to the book.