

Nathan McReynolds

I'm a Product designer with a focus on interaction, UI & UX

EXPERIENCE

Contract Product Designer

// March 2023 - PRESENT, Brooklyn, NY

I currently collaborate with cross-functional teams and small clients to create user-centric design solutions, including interfaces, user flows, and prototypes.

Supply Chain Manager Remains Lighting

// March 2022 - PRESENT, Brooklyn, NY

Coordinates inter-departmental projects in the manufacturing plant, overseeing inventory, bill of materials, and custom fabrication orders. Manages the ERP system, Kanban stock, and incoming shipments adhering to Lean-Six Sigma Principles. Additionally, optimizes KPI metrics by analyzing supply chain data and trends, ensuring operational processes align with organizational goals. Conducts cycle counts, audits stock in the ERP system, and collaborates with buyers and procurement managers.

EDUCATION

Google UX Design Fellow

// September 2022 - March 2023

Completed a rigorous program obtaining skills including UX research fundamentals, inclusive design, low-fidelity and high-fidelity prototypes, and tools like Figma and Adobe XD. Completed projects and [developed a portfolio](#).

Kenzie Academy Front End Web Development Fellow

// February 2022 - August 2022

Gained hands-on [experience](#) in a 6-month technical fellowship in web development by constructing projects and receiving feedback from senior engineers. Developed expertise in writing clean, readable, and replicable code while adhering to industry-standard design best practices.

Gordon College Undergraduate Degree in Psychology

// August 2014 - May 2018, Wenham, MA

Learned advanced research methods and applied psychological principles to optimize user experiences. Proficient in user research, translating insights into effective strategies for an enhanced digital experience.

SKILLS

Technical

Figma // Adobe XD // Adobe Lightroom // Framer // Webflow // Adobe Premiere // SPSS
Software // VS Code // Microsoft Office (Excel, Powerpoint, Outlook) // Google Slides

Design

Product Design // User research // Wireframing // Usability studies // Presentation // Prototyping
// Photo-editing // Visual Design // Interaction Design // Motion Design // Information Architecture //
HTML+CSS // Layouts (Float, grid, flexbox, positioning, display and box model)