

NATE KEYES

Product Designer

Work Experience

Highspot

Product Designer

December 2021 - Present

Designing SaaS enterprise software for sales reps, specifically working on engagement reporting between sales reps and their clients. Collaborated with engineers, PMs, designers, and internal stakeholders to push the final designs for the MVP of Highspots engagement pillar pushing their enterprise software. Worked closely with our design systems team while designing for mobile, to help shape and envision the future of Highspot on native applications. Assisted in the design and implementation of multiple features within the engagement space that has been shipped since the MVP release back in December.

Nathan Keyes Design

User Experience Designer, Freelance

January 2020 - Present | Seattle, Washington

Consulted on a full range of design work to connect profit-focused business goals with design strategy. Curated brand identities and digital systems through agile design methods with cross functional teams. Redesigned e-commerce sites, leveraging competitive analysis, leading to a successful launch with a 200% increase in engagement.

Blink - @T-Mobile

User Experience Designer, Contract

November 2021 - December 2021 | Seattle, Washington

Working as a User Experience Designer with T-Mobile on their Billing and Usage plans through their web-based digital experiences. Mapped user journey for current as well as ideal billing journey for t-mobile customers. Collaborating closely with engineers, accessibility teams, design systems, and product to ensure a cohesive product and proposed solution for the current digital experience.

IDEO | MHCI+D Capstone

Product Designer - Advised By IDEO

February 2021 - September 2021 | Seattle, Washington

Designed a collaborative space for content creators to facilitate collaboration and peer support through custom interaction design, UX design, and a cohesive brand. Honed product management skills by leading a team of three through research, co-design sessions, and product ideation. Facilitated almost two dozen remote interviews with creators and subject matter experts, and led 10-day diary studies with project participants.

Human Design

Experience Designer

October 2018 - December 2019 | Boulder, Colorado

Strategized, researched, and designed an entire design project as the lead designer working with clients and developers to build a visual brand as well as a mobile and desktop experience. Visualized and enacted multiple client meetings, presentations, and live critique sessions to ensure client engagement and buy-in. Facilitated the entire design ecosystem with senior UX designers to create digital experiences with multiple clients and external stakeholders.

Say Hi 🙋

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Education

MA In Human-Computer Interaction & Design,
University Of Washington

September 2020 - August 2021

BA In Digital Media & Communication,
University Of Colorado Boulder

August 2015 - December 2019

Tools

- Figma
- Sketch
- Miro
- Protopie
- Adobe Suite
- G-Suite
- Jira
- Confluence

Design Methods

- Design Systems
- Participatory Design
- Agile Methods
- Usability Testing
- Co-Design Sessions
- Rapid Prototyping
- Wireframing
- Information Architecture
- Stakeholder Interviews
- Design Sprints