

Cody Nutter.

Full Stack Designer focused on UX design, interaction design and prototyping.



Experience.

Emergent Order UX Designer, Jan. 2018–May 2018

Worked with design and research teams on all aspects of User Experience for the FreeTogether website overhaul. During my contract at Emergent Order I worked with the team to deliver empathy maps, user surveys, user journeys, information architecture, wireframes, mock-ups and functional prototypes.

Mighty & True Director of Design and Development, Jun. 2016–Dec. 2017

Led all aspects of user experience, interface and interaction design and development for B2B MarTech agency. Evaluated research, conceptualized original ideas and managed the design/development team through all product stages from research and strategy to deployment. Collaborated with management and clients to define unique technology solutions that allowed us to build more efficiently. Clients included: Vantage Data Centers, Iron Mountain, Cherwell and Ruffalo Noel Levitz.

Integrus Marketing Full Stack Designer, Nov. 2013–May 2016

Collaborated with product management, marketing automation and engineering teams to design and implement robust user experiences in effective B2B demand generation programs. Produced IA, wireframes, designs, prototypes and front-end code. Conducted user research and evaluated user feedback. Clients included: Comerica Bank, Rackspace, Forcepoint, Euclid Analytics and Aberdeen Group.

Bentley Global Arts UX Designer | Front End Developer, Mar. 2012–Nov. 2013

UX/UI design and front end development for all company and affiliate e-commerce websites. Produced user experience design, testing, interface design, prototypes, physical specifications and front end code for ADA-compliant point-of-sale kiosks placed in museum gift shops. Clients included: Guggenheim, Norman Rockwell Museum and Diane Romanello.

Whole Foods Web/Media Associate, SW Region, Mar. 2011–Mar. 2012

Supported the in-store signage system for the entire Southwest Region. Worked to improve the internal tool by conducting user interviews, creating wireframes, mock-ups, layouts and templates for the system and signage. Developed web-based tools and acted as point of contact for all regional media projects (web, photography, video).

Somnio Solutions UX/UI Design Internship, Feb.–Aug. 2010

Collaborated with product management and clients to create and redesign interactive projects and presentations, improving users' experience and ability to retain information. Deployed websites to clients for asset delivery. Clients included: Dell, Hewlett Packard and Cisco.

Info.

SKILLS

UX Design, Testing and Research
Interaction Design
Prototyping
User Interface Design
Front-end Development

SOFTWARE

Sketch
PS, AI, ID, AE
inVision
Lookback.io
Marketo/Eloqua

LANGUAGES

HTML/Haml/Pug/Kit
CSS/SASS/LESS
JavaScript/jQuery
Zurb Foundation/Bootstrap
Bash/Shell Script

Education.

Art Institute of Austin 2009 – 2011

Web Design & Interactive Media (Bachelor of Arts)

Cowley College 2006 – 2008

Graphic Design (Associate of Arts)