

NICHOLAS ARTWOHL

UX/UI Designer | Design Systems & Technology

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I am a process oriented UX designer with a medical background focused on optimizing user flows to create enjoyable and simplified user experiences. My curious mind guides me to fully understand the problems I am solving so I can create the most effective data driven design solution.

SKILLS

Figma	Competitive Analysis	Journey Mapping	UI Design	User Persona
Affinity Mapping	Data Driven Design	Market Research	UX Design	User Stories
Card Sorting	Empathic Design	Problem Statements	UX Research	User Surveys
Collaboration	HMW Statements	Rapid Prototyping	Usability Testing	Visual Design
Communication	Information Architecture	Research Synthesis	User Flows	Wireframing
Comparative Analysis	Interaction Design	Sketching	User Interviews	

PROFESSIONAL EXPERIENCE

PairAnything • Remote

Freelance UX Designer • January 2023

- ▶ Redesigned PairAnythings back end portal for B2B customers to provide a cohesive management portal
- ▶ Prototyped a new onboarding experience for PairAnything backend portal users with the goal of reducing or eliminating employee involvement during onboarding
- ▶ Conducted in-depth UX research to inform the design solution

General Assembly • Remote

UX Design Fellow • October 2022 - January 2023

- ▶ Participated in over 400 hours of project-based learning focused on the most current principles, processes, and tools including:
 - ▶ Conducting in-depth user research & synthesis including interviews, card sorting, & affinity mapping
 - ▶ Rapid prototyping digital products using industry leading tools such as Figma & Balsamiq
 - ▶ Double diamond design methodology
- ▶ Developed a portfolio of independent & collaborative projects including:
 - ▶ Netflix: Watch Party
 - ▶ Restructured Netflix website design to overhaul information architecture
 - ▶ Prototyped a new feature for Netflix to accommodate synchronized viewing between users
 - ▶ Game Boss LLC
 - ▶ Redesigned & prototyped a new retail website for Game Boss LLC
 - ▶ Restructured retail website information architecture
 - ▶ Design an improved product locating feature for the retail website

Good Gamer Group • Remote

Games Tester • October 2020 - Current

- ▶ Usability test game prototypes to evaluate mechanics, functionality, & intuitive design
- ▶ Articulate feedback on visual design and game flow to stakeholders to improve final product delivery
- ▶ Compare features for multiple games and share insights around user experience and aesthetic design

CorroHealth • Remote

Claims Analyst • April 2022 - September 2022

- ▶ Evaluated hospital insurance claims to identify and resolve billing issues
- ▶ Optimized review process resulting in exceeding productivity expectations by 100%
- ▶ Investigated claims and calculated estimates for patients and insurance companies by analyzing data

Walgreens • San Diego, CA

Pharmacy Technician/Senior Pharmacy Technician • December 2016 - August 2019

- ▶ Managed inventory by organizing medications & placing orders to meet demand in a time effective manner
- ▶ Structured pharmacy schedules and organized pharmacy to optimize productivity
- ▶ Coordinated between pharmacists, patients, & insurance companies to serve patients

EDUCATION

General Assembly • UX Design Immersive; *Certification*; January 2023

Career Step • Pharmacy Technician Program; *Certification*; December 2016

Fusion Academy & Learning Center; *High School Diploma*; May 2012