



Hello, I'm Nathan 🙋

**UX/UI designer crafting user-centred designs that
blend visual design and functionality**

GetLucidity

April 2022 - December 2024

As the lead product designer at GetLucidity, I have a wide range of responsibilities. I conduct primary and secondary research, validate new features for implementation, and assess our platform's performance with current clients. I collaborate with managers across product and engineering teams to define, build, and release new products and features. Additionally, I create user flows, wireframes, and prototypes to effectively communicate design concepts for validation.

Additionally I develop and deliver well-documented, high-fidelity visuals that align with our brand and design system standards. I participate in and lead user interviews and research to better understand customer needs. My role also involves contributing strategic insights to product features and roadmap development.

Thrive.app

March 2020 - March 2022

As a lead product designer at Thrive, I conduct primary and secondary research to validate new features for the product roadmap and evaluate our platform's performance with current clients. When crafting new features, I design creative and valuable solutions that meet the specifications outlined by the Product Owner.

In addition, I assist the Marketing Team by designing materials for social media platforms and creating case studies featured on Thrive's website. I support the Sales Team with customer mock-ups sent to potential clients to generate new leads. I also aid the Client Success Team by providing assets requested by current clients, such as imagery or graphics for their apps. Finally, I design new website pages and develop responsive front-end code.

WebBureau

October 2019 - February 2020

Working closely with project managers, I solve clients' problems by providing creative solutions and producing high-quality designs that meet and exceed their expectations. I ensure my designs are consistent across all screen sizes and remain true to the client's brand. Additionally, I design social media assets for clients to use as promotional material, which helps increase traffic to their platforms, websites, or apps. Finally, I develop front-end code for each project, ensuring responsiveness and cross-browser support.

Locate a Locum

July 2018 - September 2019

Designing new features for the Locate a Locum SaaS product involves conducting primary and secondary research to generate ideas and create lowfidelity wireframes and prototypes. I present my designs to the development team and management to gather constructive feedback, which I use to produce multiple iterations until I am confident enough to create high-fidelity wireframes and prototypes. Once the designs are approved, I develop the front-end code, ensuring cross-browser compatibility and full responsiveness.

Personal Details

info@nthnwlsn.com
07872006704

Education

BDES(HONS) Interaction Design
Ulster University 2014-2018

Social Links

<https://www.linkedin.com/in/nthnwlsn/>