

Nathan Dominguez

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<https://nathandominguez.com>

Skills

Usability, Accessibility, User Experience Design, User Interface Design, Qualitative User Research, Information Architecture (IA), Adobe Illustrator, Sketch, Enterprise Applications, UX Strategy, Jira, Confluence, A/B Testing, Pendo, Figma, eCommerce, Visual Design, B2B Applications

Professional Experience

Product Designer @ Sysco LABS

Washington, DC (Remote) from 12/2021 to Present

- Lead design on Perks rewards program in [Sysco Shop](#) creating an 11% increase in order frequency since launch
- Collaborate with Product Managers, UX Researchers, Engineering and Data Science to redesign primary user journey: boosting customer satisfaction scores by 3% in the first half of 2023

UX Designer @ Fourth

Austin, Texas from 5/2021 to 12/2021

- Lead HotSchedules Labor product direction for Web, Mobile (iOS/Android) and WatchOS touchpoints creating, testing and iterating on prototypes
- Increased mobile shift pickup frequency by 6% in Q3 of 2021

Product Designer @ Mindbody, Inc.

Austin, Texas from 11/2019 to 4/2021

- Create and test fitness/integrated health product prototypes using human-centered design to help Mindbody reach \$350M in revenue in 2021, up from last reported \$180M in 2018
- Lead new product direction for Virtual Wellness platform and Martial Arts expansion utilizing research data
- Collaborate with Product Managers, Engineers, UX Researchers and other stakeholders to craft useful products

UX Designer @ Carnegie Technologies

Austin, Texas from 8/2018 to 7/2019

- Produce prototypes and high fidelity deliverables for IoT products and SatBridge product using goal directed design
- Lead UX on SatBridge product line, improving product direction by utilizing user data

UX Design Intern @ EZLynx

Lewisville, Texas from 5/2018 to 8/2018

- Redesign flagship desktop web application for Product Team utilizing collected user data
- Conduct User Interviews, create User Personas and Journeys to improve product direction

UX/UI Design Associate (Temporary) @ Pearson, Inc.

Austin, Texas from 6/2017 to 9/2017

- Prepare recurring design elements, prototypes for Clinical Assessment UX department
- Improve usability of [Q-Interactive](#), Pearson's Clinical Assessment iPadOS app for Clinical Psychologists

Education

Bachelor of Arts in Psychology from The University of Texas of the Permian Basin 2018

Associate of Applied Science in Visual Communication: UX Design from Austin Community College 2017