

Nikolas Lagges

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PROFILE

I am a dynamic, ambitious, UX designer with 12 years of experience. My background in Fine Art gives me a solid foundation and my experience working on teams of all sizes has given me the knowledge on how to implement great usability. I enjoy learning about new technology and studying how people use it in their daily lives. I understand and can communicate the story that drives the design of a product. My WordPress knowledge lets me communicate functionality and limitations to better instruct the UX/UI process. I have a proven track record of creating innovative interface designs through a user-centered design process while working with internal and external stakeholders.

SKILLS

User Interface, User Experience, Visual Design, WordPress Development, Prototyping, Usability Testing, Fine Art, Wireframes

PROGRAMS

Adobe Creative Suite, WordPress, Axure, Xmind, Lucid Charts, JustInMind, Visio, Sketch, Microsoft Office, 3D Studio Max, Maya, Zbrush, Mudbox, Unreal, GitHub

EXPERIENCE **WordPress Developer, Agora**

May 2018– Current

- Contract for Pine & Pencil through Polygon Market
- UX consulting on designs provided by client
- Develop Wordpress Templates based on provided PSD's
- CSS, HTML, and PHP customization as needed.
- Monitor uptime, database, and updating to ensure performance
- Worked with client on hosting, seo and other WordPress needs
- Launched an additional RTC event WordPress site for the client.

Co-Founder, Pine & Pencil

January 2018– Current

- Performed UX work for clients ranging from wireframes, to visual design.
- WordPress Development and Maintenance for multiple clients ranging from retail, corporate, to real estate.
- ADA Compliance review and updating for a winery site
- Squarespace Development and customizing for a non profit and multiple personal and business sites.

UX Designer, Freelance

May 2017– January 2018

- Working with multiple clients fulfilling their UX needs including user research,

- competitive analysis, user flows, use cases and wireframes
- UX lead for the launch of a new real estate website.
- Redesigned an internal website to align with client's rebranding strategy
- Completed usability study, competitive research, wireframes, and designs for a printing company's website

UX Designer, Amazon.com

December 2016–April 2017

- Worked with the in-house UX team to develop a prototype for a new project
- Created user flows, and wireframes
- Created mocks and prototypes for user testing
- Worked with in-house development teams on a beta test for new project

UX Designer, Deloitte Digital

August 2016– September 2016

- Designed a Salesforce App for sales tracking
- Assisted in user interviews
- Wrote user stories and user flows
- Created wireframes based on brand and application
- Passed off annotated guide to developers

Interaction Designer, iSoftStone

June 2015– May 2016

- Lead Designer on Microsoft Enterprise
- Built wireframes for stakeholder's approval
- Converted an old legacy website into an updated WordPress platform
- Executed high-fidelity visual design work
- Worked with development teams to launch in over 50 regions
- Created global features that were adopted by other MSFT teams

Visual Designer, ALLDATA

September 2013 – June 2015

- Worked with product owners and developers to create workflows, task flows, use cases, and personas
- Built prototypes for user testing and focus groups
- Assisted with product launches and oversaw any last minute changes needs
- Redesigned legacy products while following old architecture
- Designed e-commerce sites, support tools, and product pages

Digital Training Technician, ALLDATA

October 2008 – September 2013

- Created UI for product training videos
- Collaborated with training team to develop over 30 training videos
- Performed voice-over work for training videos

AWARDS

iSoftStone

- Kudos- Recognized for my contribution to the launch of the global Microsoft Enterprise site.

ALLDATA

- Founders Club - Recognized for my contribution to the Release of ALLDATA's iOS Mobile app
- Focus Recognition - User Testing: Successfully tested a new prototype with a 90+ survey rating. Standards: Worked with the UX team to establish new standards that are now used throughout the company.

EDUCATION

Bachelors, Game & Interactive Media Design

The Art Institute of CA – San Diego

- Team Lead for The Darkening Prototype project
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