

Alexis Nicholson

UX & PRODUCT DESIGNER

Portfolio | LinkedIn
alexisdnich@gmail.com
Seattle, WA

WORK EXPERIENCE

User Experience Designer

Tech Fleet Community DAO - Apprentice | Seattle, WA | Nov 2022 – Present

Worked with SafePlace International (non-profit) and their program, The Dream Academy's (TDA) graduates.

- Designed a **mobile** and **desktop-compatible** secure community platform for **800+** global LGBTQ+ refugees and asylum seekers with **low-bandwidth constraints**.
- Built **high-fidelity mockups**, created **wireframes**, **user flows**, **journey maps**, and **specified micro-interactions** for the profile management, friend profiles, and account/notification settings pages.
- **Cross-functional team collaboration** with clients, research, strategy, and product teams using **agile** methodologies.

Founder and Content Producer

Blue Cove Productions | Antioch, CA | Nov 2017 – Present

A digital multimedia company using the art of storytelling to create enriching, entertaining, and inspiring experiences.

- Networked, marketed to, and recruited **11+ photography clients** while managing busy schedules, budgeting, and assistants.
- Facilitated **end-to-end design processes** through project management, research, ideation, storyboarding, and collaboration with clients to craft compelling stories.
- **Official selection** in the 2019 15s Horror Film Challenge. Ideated, wrote, directed, filmed, edited, and produced **6+ short films** and weekly vlogs.

Research Assistant

University of Nevada, Reno | Reno, NV | Aug 2015 – Aug 2017

- Spearheaded research testing and recruited **10+ participants** for a now **published** multi-sensory plasticity project.
- **Parsed and organized** raw data into accessible formats through presentations for **analysis** and **results**.
- Collaborated with researchers for multiple projects in brain plasticity and visual perception labs.

SELECTED PROJECT

UX Designer

Capstone Project: MYCO | advised by IDEO | Feb 2021 - Aug 2021

A micro-creator-only web platform built up of small collectives to combat creative burnout and isolation.

- **Led stakeholder co-design sessions**, designed **hi-fi mockups**, **interactive prototypes**, and maintained project organization.
- **Conducted** primary research by recruiting and interviewing **7+ participants**. Then synthesized data into **insights** that formed MYCO.
- **Filmed, edited, and co-directed** the proof of concept video to exhibit how MYCO works for **stakeholders**.

SKILLS AND TOOLS

Rapid Prototypes, Wireframes, Time Management, Agile Methodologies, Interaction Design, Project Organization, UX Research, Information Architecture, Design Thinking, Creativity, Storytelling, Storyboarding, Usability Testing, User Interviews, Competitive Analysis. Figma, Adobe Photoshop, Lightroom, Premiere, Pro, Slack, Miro, Balsamiq, Notion, HTML, CSS

PUBLICATIONS

Scurry, A. N., Vercillo, T., Nicholson, A., Webster, M., & Jiang, F. (2019). Aging Impairs Temporal Sensitivity, but not Perceptual Synchrony, Across Modalities, *Multisensory Research*, 32(8), 671-692.

EDUCATION

Master of Human-Computer Interaction & Design | University of Washington | Sept 2020 - Aug 2021
Bachelor of Science in Neuroscience | University of Nevada, Reno | Aug 2015 - May 2017