Nina Eleanor Alter   User Centric Product Design + Strategy

Professional

Independent Consultant Portland, OR + San Francisco, CA
May 2007 - March 2010, January 2012 - Present

Digital product design, strategy, and research (so, UX, Interaction design, visual design, inclusive within that).
Clients include: California Department of Technology, TOR Project, Yahoo!, Oracle, Palm Inc.

Equal Together San Francisco, CA
May 2014 - August 2015

Solo Founder with Y Combinator Funding & Mentorship*

The frenzy of workplace diversity—quantified. Opt-in analytics & benchmarking tool for capturing human capital metrics from resume solicitation, candidate evaluation, and employee tenures; for public publication & contribution to a standardized human capital index.

My YC relationship was one of 501(c)3 funding through a fiscal-sponsor & direct mentorship by partners, and not in a Class. For YC it was a beta-run of things later implemented in YC's Fellowship and Research programs.

Adobe Systems San Francisco, CA
April 2010 - January 2012

Senior User Experience Designer

Worked directly with Adobe Consulting's enterprise customers who had made significant investments in LiveCycle, Acrobat, Flash, and Omniture, Principal on Adobe Consulting's T-Mobile account.

Yahoo! Inc. Sunnyvale, CA
March 2005 - March 2007

Senior Visual Designer

Senior visual designer w/in the Network Standards group on the Yahoo! Platform UX team. Previously, senior visual designer w/in the Yahoo! HotJobs UX team. Key projects included Y! User Profile/Identity, Registration, and the recruiter and jobseeker experiences on the HotJobs ATS.

America Online Mountain View, CA
March 2004 - November 2004

Senior Visual Designer

Recruited to join new/experimental team in Mountain View. Key projects included AMP, YGP, and new broadband-centric (cough, 2004) experience. A short engagement, but my introduction to digital product design.

Bay Area, California
July 1995 - August 2003

Art Director, Senior Print + Packaging Designer

Clients, projects and employers include: WiReD Magazine, FOX Racing, O'Neill Inc., *surface Magazine

Education

California College of Arts and Crafts *(regrettably renamed to CCA)* San Francisco, CA
Attended 1992-97, 2001; degree confirmed Fall 2001

BFA Graphic Design

Thesis: "Playing God: Surveillance and the Social Psyche," presented Spring 1996.
Awards: Inclusion of Senior Thesis in the 1997-8 Catalog, 1996 All College Honors,
1994-6 "Concept" juried show.

Et cetera

Professional Organizations
IxDA PDX · Chapter co-lead, PDX Interaction Design Association. Curating 2016-current programming to bring
Portland designers into global UX conversations, cultivate our community, and to push the boundaries of our work.
CHIFOO · Oregon chapter of the ACM SIGCHI.
DorkBot · Guest curator. International organization of artists working with electronic media.
        Byline: "People doing strange things with electricity"

Survival Research Labs San Francisco, CA
July 2003 - Present

Contributing Artist, Builder, Production Manager, Machine Operator, "Crew"

Since it's inception in 1978, SRL has operated as an organization of creative technicians dedicated to
re-directing the techniques, tools, and tenets of industry, science, and the military away from their typical
manifestations in practicality, product, or warfare. Performances consist of a unique set of ritualized
interactions between machines, robots, and special effects devices.

The Crucible Oakland, CA
April 2008 - 2011

Instructor in Youth Program metalworking & bicycle mechanics classes, Event Volunteer

The Crucible is a non-profit educational facility that fosters a collaboration of Arts, Industry and Community.
Through training in the fine and industrial arts, The Crucible promotes creative expression, reuse of materials
and innovative design while serving as an accessible arts venue for the public.

TCOB Random

Experience Highlights, Values, etc.

· In April 2018 completed California DMV's new driver license application project that included voter
  registration, commercial applications, companion paper forms, and an agent experience. Internationalised in
  10 languages for 38 Million coustomers, and will be used daily by +7,000 agents in ~172 offices state-wide.

· Research: Contextual inquiry, Ethnographic research, writing user surveys, conducting & writing remote and
  in-person usability testing studies, building itterative prototypes.

· Client-site workshop planning & facilitation. Business discovery, technology discovery, existing
  software auditing & gap-analysis fact finding, requirements gathering, and collaborative ideation.

· Mentorship of younger designers to develop their POV, passion, client skills, and confidence in their craft.

· HTML5 and CSS3, fluent; Javascript familiar; Bootstrap & X-Code/native UI elements fangirl. Learning Git.
  Always a proactive co-conspirator with developers/engineers, but a slow as hell coder, myself.

· Localization best-practices, community best-practices, copywriting for UI best-practices.

· Strong attention to typography & grid-systems as key design elements, and to information design as
  requisite cognition-candy.

· Contributor to multiple open-source projects. Open-source and security need usability.

General Cubicle

Sketch, fluent; Adobe CC products, fluent; Omnigraffle, fluent; Invision + Zeplin, still exploring but they're easy;
Axure, fluent; Mac OSX, Apple devotee for 20+ years; Windows, uuugh; Microsoft Office, capable if need be. GIT,
learning. Many years of experience working with teams overseas.

No end in sight for love affair with butcher paper, pencils, markers and Post-It notes...