

bigwheel.net

Nina Eleanor Alter

User centric product design, research, leadership + strategy

Professional

Cloudflare, Inc. Remote, from Portland, OR
Feb 2022 - Nov 2022

Staff Product Designer

Worked on Platform products (IAM, Billing, Dash) and Registrar.

Invisible Things Lab Remote, from Portland, OR
Jan 2020 - Feb 2022

UX Design/Research Lead, Qubes OS (contract)

Qubes OS is a security-centric Linux hypervisor (multi-VM system), self-described by the team as “*A Reasonably Secure Operating System.*”

Freedom of The Press Foundation Remote, from Portland, OR
Sept 2018 - Feb 2022

UX Design/Research Lead, SecureDrop (contract)

SecureDrop is an anonymous whistleblower submission system heralded for its best-in-breed security hardening. SecureDrop is used by over 75 newsrooms and NGOs around the world.

Independent consultant Portland, OR + San Francisco, CA
May 2007 - Mar 2010, Jan 2012 - Feb 2022

Product design, strategy, user research

Clients include: Simply Secure, TOR Project, California DMV/Department of Technology, Yahoo!, BEA Systems, Oracle, Palm Inc.

Equal Together San Francisco, CA
May 2014 - Aug 2015

Founder with Y Combinator funding & mentorship

Opt-in analytics and benchmarking tool for capturing human capital metrics.
“*The frenzy of workplace diversity: quantified.*”

Adobe Systems San Francisco, CA
Apr 2010 - Jan 2012

Senior user experience designer

Worked directly with Adobe Consulting’s enterprise customers heavily invested in Adobe’s LiveCycle, Acrobat, Flash, and Omniture products. Principal on Adobe Consulting’s T-Mobile account.

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

Senior visual designer

Senior visual designer within the Network Standards group on the Yahoo! Platform UX team. Previously, within the Yahoo! HotJobs UX team.

Education

California College of Arts and Crafts (*regrettably renamed to CCA*) Oakland + San Francisco, CA

BFA Graphic Design

Thesis: "Playing God: Surveillance and the Social Psyche"

Volunteer

IxDA PDX · Chapter co-lead, PDX. Curating programming to bring Portland designers into global UX conversations, cultivate community, and push the boundaries of our work.

CHIFOO · Oregon chapter of the ACM SIGCHI.

DorkBot · International organization of artists working with electronic media.

Survival Research Labs San Francisco, CA

Jul 2003 - Present(ish)

Contributing artist, builder, machine operator, general crew

Robotic performance group. Performances consist of a unique set of ritualized interactions between machines, robots, and special effects devices.

The Crucible Oakland, CA

Apr 2008 - 2011

Instructor, youth program metalworking & bicycle mechanics classes; event volunteer

The Crucible is a non-profit industrial arts community and educational organization.

Et Cetera

Skills, frameworks, and values

- Remote-first & global cross-cultural/timezone team collaboration best practices.
- Servant contributorship + leadership.
- Leading with empathy; non-violent communication; kindness as contagion.
- Design Thinking (as a buzzword, makes me wince); human centered design methodologies.
- Remote & in-person team workshop design + facilitation for collaboration.
- Jobs To Be Done, SCRUM, Agile, OKR frameworks.
- Design implementation, measurement, and evaluation across multiple release cycles.
- Design systems + experience architecture.

Inclusion: a11y/accessibility, internationalization, L10, and design across cultures.

Research: Contextual inquiry, Ethnographic research, writing user surveys, conducting & writing remote and in-person usability testing studies, directing collaborative team synthesis, building iterative prototypes. *Disclaimer: self & qualified-colleague instructed. No scholarship.*

Engineering: HTML5 and CSS3, fluent; Javascript familiar; Bash, familiar. Learning Git. Proactive co-conspirator with developers/engineers, but slow to code, myself.

Tools

Figma, Sketch, UXPin, Invision, Zeplin: fluent; Adobe CC products, fluent; Axure, regrettably fluent; Mac OS, fluent; Linux, fluent; Windows, it's been a while; Git, learning.

No end in sight for love affair with collaborative workshopping, co-creation, building cross-functional bridges, and keeping things inclusive and fun for everyone.