

NATHAN MITCHELL

 **WEBSITE**
nateclicks.com

 **EMAIL**
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 **LINKEDIN**
in/nate-m

 **HOME**
Bend, Oregon

SKILLS

EXPERTISE

Design Systems
Design Operations
Design Strategy
Design Management
UX/UI Design
Usability Testing
Product Management
Project Management

TECHNOLOGY

Figma
Adobe Creative Suite
React
Angular
HTML
CSS
JavaScript
Python

EDUCATION

Bachelors in Industrial Design
Auburn University | 2001

PUBLICATIONS

Nathan Mitchell of National Instruments
on Design's Crucial Role in Enterprise
Faller, Patrick | 2020

Hack the Design System: Revolutionize
the Way Your Organization Scales Design
Idean | 2019

EXPERIENCE

FREELANCE DESIGN CONSULTANT | Bend, OR

January 2024 - Present

- Providing high-level design strategy and design system guidance to clients in the luxury travel industry.
- Producing a comprehensive UX designs and prototypes for a B2B Travel Advisor platform, directly contributing to the optimization of user efficiency and conversion.
- Established a meticulously documented component library that serves as the foundational design system for an enterprise-wide content management system.

NATIONAL INSTRUMENTS | Austin, TX

Senior Product Manager - Design Systems | November 2020 - January 2024

- Spearheaded the growth of the design system, expanding its adoption from 0 to 16 products in under two years through evangelism, transparency, and targeted education initiatives.
- Devised strategy to expand design system support beyond web frameworks to include desktop technology stacks, accommodating a large and diverse product portfolio.
- Coordinated design and development resources to balance design system roadmap of new components and quality improvements to the existing system.
- Developed and implemented custom reporting tools to effectively communicate the impact of the design system to stakeholders and set clear expectations for future development.

Design Manager | August 2017 - November 2020

- Partnered with engineering and documentation teams to launch a new design system, creating components, usage guides, and pattern libraries.
- Mentored and coached a team of 12 designers, implemented employee development initiatives that significantly improved team skills, productivity, and career advancement.
- Standardized design processes and provided training to the UX team, leading to a measurable increase in workflow efficiency.
- Managed resources across the product portfolio based on company priorities and team availability.

Chief Interaction Designer | August 2011 - August 2017

- Designed and delivered user-focused solutions for a graphical IDE and cloud-based PaaS/SaaS platform used by tens of thousands of users, successfully increasing user efficiency and adoption.
- Translated external user and internal stakeholder needs into detailed requirements and designs for product development.
- Continually tested and refined designs through a rigorous process of internal review and external user testing, presenting findings and recommendations to senior executives and product managers.

FREELANCE DESIGN CONSULTANT | Austin, TX

January 2010 - September 2011

- Directed the full UX project lifecycle for clients in the energy and enterprise storage industries, from initial concept to final shipment.
- Developed and executed UX designs for websites and web-based applications, leveraging user research to validate solutions.
- Presented design strategies, roadmaps, and the business value of proposed UX solutions to key stakeholders in weekly meetings to drive progress.

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LSI LOGIC | Austin, TX

User Experience Designer | October 2008 – January 2010

- Led the redesign of an existing enterprise-level storage management software, leveraging new technologies for rich internet applications to improve performance and overall user experience.
- Successfully migrated the client application, resulting in a more fluid workflow and increased user adoption.
- Defined and implemented a user-centered design process aligned with Agile principles.

DELL, INC | Round Rock, TX

Interaction Designer | November 2004 – October 2008

- Established the company's first global site design team, serving as the initial design hire, to reduce inconsistencies, streamline production, and lower costs.
- Documented user requirements data through surveys, discovery meetings, and user observation, directly supporting the successful development of desktop and web-based applications for hundreds of thousands of users.
- Established comprehensive user interface guidelines to ensure a consistent user experience and brand representation.
- Developed over 15 application prototypes to test product concepts and specific features with users.

PREVIOUS EXPERIENCE

Melior | Senior Interactive Designer | 2003–2004

Ashlar-Vellum | Designer | 2001–2003

NASA | Associate Engineer | 2000