

Nick Pausback

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EXPERIENCE

Iconixx, Austin, Texas

Senior User Experience Designer / Architect, 2016—2017

Iconixx enables sales performance management, allowing organizations to automate and optimize commission and incentive processes. As the sole UX designer, my job was to analyze and radically improve the existing legacy user experience for a 200+ screen web application. Also designed and deployed the company's first iOS iPhone app to support basic sales features.

Duties included:

- Consulting and brainstorming with Product Management on product features and direction. Designed paper prototypes and conducted surveys on same.
- Researching, designing, and validating new product features and replacement modules via online surveys and interviews, detailed wireframes, and fully interactive web prototypes of the complete user flow.
- Managing all graphics, styling, and online help content as well as style guides and CSS files, utilizing the full dev environment (Eclipse, SVN).
- Designing and deploying the first-ever iPhone app for the product.

IBM / StoredIQ, Austin, Texas

Senior User Experience Designer / Architect, 2011—2016

StoredIQ was acquired by IBM in 2013, largely based on the improved user experience. Lead senior user experience designer for StoredIQ/IBM's suite of enterprise ("big data") search and management web applications. Since being acquired by IBM the StoredIQ product suite has generated \$30M in sales.

Responsibilities included:

- Managing the UX team.
- Designing and validating the new product suite. Includes detailed wireframes, fully interactive prototypes, and online usability tests and surveys.
- UI implementation of product suite (CSS/LESS and templates) within Development group.
- Working with Product Management, Services, Development, and Senior Management to define future products and markets.

Local Vertical Usability & Design, Austin, Texas

Usability and Design Consultant, 2005—2011

Freelance consultant to small business start-ups, Fortune 500 corporations, and everything in between.

Services included:

- High-level heuristic analyses.
- On-site usability testing and reporting.
- Detailed application design/redesign. Design options range from simple paper prototypes to wireframes/storyboards to fully interactive Flash/DHTML testbeds.

Cisco Systems (formerly NetSolve, Inc.), Austin, Texas

Senior Usability Engineer, 2003—2005

Sole interface designer for all Cisco/NetSolve remote network management tools as well as the customer portal.

Duties included:

- Creating task analyses.
- Performing user surveys.
- Designing and building interactive storyboards and prototypes.
- Testing and documenting the prototypes with expert users.
- Directing and implementing the UI within the Development group. This included basic HTML/XML coding within the dev framework.

BroadJump, Inc. / Motive, Austin, Texas

User Experience Manager, 2000—2003

Responsible for all aspects of the user experience for BroadJump's line of broadband installation and support tools.

Duties included:

- Product design concepting.
- Rapid prototyping with HTML, Flash, and static storyboards.
- Customer consultation and evaluation.
- Implementing the product UI within the Development group. This last duty included working in the full development environment (MS Visual Studio) as well as source control management (CVS).
- Designed and managed a \$100,000 usability lab used to test prototypes and final products.

Murder of Crows, Austin, Texas

Designer / writer / 3D artist, 1998—2000

Designed the interface and look-and-feel of an original game title, *Shadowpact*.

Responsibilities included:

- Designing the overall interface and gameflow functionality.
- Writing a portion of the game design.
- Creating original 2D graphics and interface artwork.
- Designing and building the 3D gameworld.
- Writing part of the game fiction.
- Prototyping the entire game interface in SuperCard, a Macintosh authoring system.

Human Code, Inc., Austin, Texas

Multimedia Producer / Designer, 1995—1998

Directed 10-20 person teams of artists, programmers, and musicians in creating original multimedia CD ROM titles for a wide variety of clients and markets.

Duties included:

- Managing creative and production teams
- Interface design and prototyping.
- Content creation, 2D and 3D.
- Game testing and user feedback.
- Client management.
- Project documentation.
- Achieved three completed titles and several extensive prototypes.

Syd Mead Incorporated, Hollywood, California

Concept Designer, 1992—1995

Collaborated with visual futurist Syd Mead (whose film credits include *Blade Runner*, *Tron*, and *Aliens*) in the design and construction of three-dimensional computer models, animations, and multimedia presentations for clients. Created and prototyped several original game designs for international game companies, such as Sega Japan and Bandai. Prototypes included a back-story intro, a functional interface, and sample game scripts.

Art Center School of Design, Pasadena, California

Instructor, 1995

Taught two junior/senior level classes on desktop 3D modeling and animation. Course included graphics, cinematography, and lighting.

NASA / Johnson Engineering, Johnson Space Center, Houston, Texas

Industrial Designer / Habitability Engineer, 1987—1991

Did conceptual design and testing for the interior outfitting of the habitation module of the U.S. Space Station *Freedom* (since renamed).

Primary duties included:

- Determining subsystem hardware requirements.
- Designing concepts in 2D and 3D.
- Directing fabrication of concepts for installation in the full-size space station mock-up facility.
- Testing the concepts on the ground and on the KC-135 “zero gravity” plane.
- Presenting the concepts to prime contractors, NASA engineers, and astronauts.

EDUCATION

Illinois Institute of Technology, Chicago, Illinois

Bachelor of Science, Product Design

Technical writing minor. Thesis: *The Looking Glass System—A portable video studio for children*