

Nathan Burazer

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Experience

Kore Labs, Design Director

October 2015 - March 2016

I assembled and managed a team of product and brand designers. We rebranded the company and reimagined the entire product experience. I worked closely with CEO, CMO and Head of Product to define design strategies and projects to impact user engagement and growth.

- Assembled and managed design team, grew team 3x in three months
- Led 2016 product UX/UI redesign for iOS, Android and desktop
- Led 2016 company rebrand and launch

Pinterest, Product Designer

November 2014 - September 2015

I designed several projects on the Acquisition team (Growth) and on Discover team (Core Experience). My day-to-day included collaborating closely with Product Managers, writers and engineers to identify problems, explore solutions and iterate on designs that always put Pinner's first.

- Redesigned UX/UI of search typeahead with autocorrect, verified accounts and trending searches
- Shipped successful growth projects that lead to significant increases in app downloads
- Shipped successful user acquisition experiments that significantly increased sign-ups

Scribd, Design Lead

June 2013 - December 2014

While at Scribd, our app was consistently ranked among the Top 5 in the App store's Books category. I worked closely with CEO, CTO, Product and Engineering to improve user engagement, product adoption, user growth and retention.

- Designed UX/UI for signature Browse experience across all platforms
- Led rebrand which defined Scribd as a premier book subscription service
- TIME magazine named us one of the 'Best of 2014' shortly after rebrand
- Worked cross-functionally to refine design process and created design principles
- Designed product onboarding experience, which led to significant increase in completion

frog design, Visual Designer II,

April 2011 - July 2013

As a Visual Designer at frog, I created compelling designs for interactive platforms ranging from apps, to software applications, to consumer electronics. I translated business requirements, user needs, and technical insights into designs that were visually exciting, easy to use, and emotionally engaging. My day-to-day work included collaboration with design strategists, researchers, designers and creative technologists to build user-centered design solutions for Fortune 500 companies, such as Target, Sony, Verizon, Cisco, Disney and Samsung.

Additional Experience

Interactive Art Director at Razorfish, July 2008 - 2011

Instructor at San Francisco Art Institute, May 2004 - July 2007

UX/UI Designer at Delivery Agent, November 2005 - April 2007

Design Intern at Multi-sensory Interactive Learning Institute, 2002

Honors and Awards

TIME Magazine's Top 50 of 2014, TIME magazine

Close Calls, Headlands Center for the Arts, Digital Media

SF Weekly Music Award, Experimental Music category, 2009

Silver medal, Marketing Effectiveness, Barbie's 50th LP

W3 Silver medal, Best Visual Appeal, Barbie's 50th LP

OMMA finalist, Website Excellence, Intel Core Experience

Education

B.F.A., Painting and Digital Media

San Francisco Art Institute, 1999-2004

Visual Communications

Academy of Fine Arts, Prague, 2001