

NICOLD PITTMAN OLOGUNDUDU

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SKILLS

SOFTWARE: Axure | Sketch | Adobe Creative Suite | Microsoft Office Suite | Invision | Jira | Confluence

TECHNICAL SKILLS: Prototyping | Wireframing | Usability Testing | IA | HTML5 | CSS3 | Javascript

EXPERIENCE

Navistar - Contractor | Lisle, IL

SEPT 2017– PRESENT

User Experience Architect

- » Design IOT applications for connected vehicle software used by commercial vehicle drivers and fleet managers.
- » Create wireframes, user flows & prototypes to communicate interaction design to stakeholders & developers.
- » Collaborate with business analysts, developers, and engineers to deliver an improved user interface.
- » Conduct user research in person and remotely to identify users pain points and validate solutions.
- » Redesign legacy applications to comply with interaction best practices while implementing a new style guide.

American Medical Association - Contractor | Chicago, IL

JUNE 2016 - DEC 2016

Sr User Experience Architect

- » Developed strategies for enterprise level component based design systems.
- » Created content and guidance for interactive style guide / pattern library using atomic design methodology.
- » Designed interactive components that comply with newly developed style guide.
- » Ensured deliverables were cross platform and responsive, accounting for desktop, tablet, and mobile.

CDW | Chicago, IL

AUG 2015 - JUNE 2016

Sr User Experience Architect

- » Worked in an Agile environment to create wireframes and interactive prototypes that meet business requirements.
- » Utilized A/B testing, usertesting.com, and one on one interviews to guide design decisions & create solutions to meet both business and customer needs.
- » Used Axure to build responsive interactive prototypes for usability testing and stakeholder presentations.

Sears | Chicago, IL

APR 2014 - AUG 2015

User Experience Architect

- » Worked with a team of project managers, engineers, developers, and designers to translate complex business requirements into wireframes and prototypes for mobile applications, and websites
- » Created experience maps, flows, competitive analysis documents, and best practice reports to guide design decisions
- » Utilized Axure to build responsive interactive prototypes for usability testing and stakeholder presentations

Grainger | Chicago, IL

APR 2013 – MAR 2014

User Experience Architect

- » Worked with a team of project managers, developers, and designers to create comprehensive documentation for new features on Grainger.com including prototypes, wireframes, and comps
- » Conducted a full site audit and documented over 40 interaction patterns for the Patterns and Standards Library while coordinating management review sessions and gathering approval from stakeholders
- » Utilized Axure to design and develop interactive prototypes for usability testing and stakeholder presentations

Booz & Co, Jellyvision, Accenture - Contractor | Chicago, IL

MAY 2012 – DEC 2012

Front End Web Developer

- » Utilized HTML5, CSS3 and Javascript to create web application prototypes, and interactive storybooks
- » Worked with a teams of developers & consultants to create interactive prototypes based on static wireframes
- » Collaborated with a team of artists, producers and writers to create an enjoyable interactive learning experience regarding employee stock options and benefits
- » Updated email blast templates and ensured compatibility with email clients

EDUCATION

Master of Science in Immersive Mediated Environments | Indiana University - Bloomington

Focus: Web/Graphic Design, 2-D Animation, Creative Writing | Graduation Date: DEC 2007

Bachelor of Arts in Religious Studies | Indiana University - Bloomington

Minor: Sociology | Graduation Date: AUG 2000