# Natasha Price

# 5 years UI/UX

1/23 to 4/24

11 years Visual Design

# PRODUCT & VISUAL DESIGNER

## **EXPERIENCE**

UI/UX Designer Applied Visions Inc.

Digital product agency Remote

• Designed end-to-end applications and marketing sites, contributing to responsive web apps, branding, UI design, and graphic design.

- Established and maintained scalable design systems for B2B and B2C applications, ensuring platform consistency and high usability.
- Collaborated cross-functionally, offering design feedback, conducting brainstorming sessions, and participating in hiring efforts.

### Visual Designer Designerds

9/21 to 11/22

Design agency

Remote

- Developed UI edits for Twitter's promotional features, marketing decks, and branded animations.
- Produced 100s of ads for Walmart's product marketing and crafted web ads for Product Board's events.
- Created comprehensive Figma guides for process efficiency and onboarding, enabling smooth project kick-offs and collaboration.
- Supported clients with brand-aligned assets across social media, print, event materials, and logos for enhanced brand presence.

### Lead UI/UX Designer District Zero

5/20 to 9/21

Web app to support a Learner through check-ins

Remote

- Led UX research, wireframes, and the complete design for District Zero's development.
- Worked closely with the CEO and PM on business strategy, hiring, and design asset management.
- Integrated React component libraries to streamline development and ensure design-to-code accuracy.

#### **Contract Designer**

2011 to Current

Alongside full-time designer for over 10 years

Remote

- Developed branding, UI design, wireframes, and prototypes for startups, including Prospero, MetaClass, Fair & Square, and CipherCat.
- Conducted user research, usability testing, and competitive analysis to inform product decisions.
- Created a variety of multimedia and print assets, including social media content, animations, posters, catalogs, and trade show materials.

#### **UI/UX Teaching Assistant** UCBX

7/19 to 1/20

Product design bootcamp through UC Berkeley

San Francisco

Grading, mentorship, workshops, Figma training

Visual Designer ElizabethW

5/19 to 12/19

Visual Designer Granite Media

6/18 to 5/19

**Design Associate and Photo Editor** Minted

11/14 to 6/18

#### **INFO**

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## **SKILLS**

**Design Systems** Layout Design **UX** Research Wireframing Prototyping **User Testing** Motion Graphics Branding Graphic Design Illustration Photo Editing Typography Training Art Direction **Business Strategy** Copy Cleanup Coding (light)

# **EDUCATION**

BA - Tech Art SFSU

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2005 - 2012

Bloc.io for UI/UX

2018 - 2019

#### Post grad classes

Various City Colleges

- · Story Boarding
- Game Design
- UI/UX
- Motion Graphics