Joshua Nuernberger | UI/UX Designer

www.thejburger.com

SUMMARY
Award-winning UI/UX designer with 6+ years of experience designing best-selling digital products; apps for the US government; and digital business solutions for enterprises with $18MM+ in annual revenue across all verticals.

HIGHLIGHTED ACHIEVEMENTS
Creator of award-winning game, Gemini Rue, with revenue over $1MM. Selected clients: NASA JPL, US Navy (via Shield AI), City of LA (LADOT), Slickdeals, AppOnboard, Jirbo Games/AdColony, NPOs. My work has been featured by Wired.com, IGN, The Onion's A.V. Club, Ars Technica, PC Gamer, Apple App Store. My writing has been used in university curriculum at Carnegie Mellon, Pittsburg Tech, and Michigan State.

EXPERIENCE
Hawke Media (Agency), Los Angeles, California   2018–2020
Web Designer
• Provide digital business solutions for enterprise B2B and B2C clients with $18MM+ annual revenue, 1K+ SKUs.
• Created Adv3nture site for largest Kickstarter fashion campaign ($1.8MM) from NatGeo TV host, Zane Lamprey.
• Redesigned site for vegan brand, Hail Merry, to increase traffic and sales in Whole Foods, Sprouts, and Erewhon.
• Launched City of LA initiative UML's website under tight timeline working directly with department director.

Definitive Path (Agency), Los Angeles, California   2017–2018
Creative Designer
• Led visual and UX design to increase Syncwire's FB following—817 to 93,000—and client sales—10 to 600/mo.
• Creative direction for ATIMA marketing campaign, including full website, social media ads, photos and video.

Southern California College Students (NPO), Los Angeles, California   2015–2016
Outreach Officer
• Led marketing initiatives and rebrand for 50-year-old UCLA student organization, including digital presence.
• Mentored 50+ UCLA students in leadership, character, and personal development for success.

Full-time Training in Anaheim (NPO), Anaheim, California   2013–2014
Outreach Associate
• Led 12-person outreach team at CSUF through mentoring and leadership initiatives for students.
• Led UX design on internal operations platform, in cross-functional team with developers, PMs, and stakeholders.

NASA Jet Propulsion Laboratory, La Cañada Flintridge, California   2011–2012
UI/UX Designer
• Created digital interfaces and experiences for emerging technologies including the Microsoft Kinect for the
  ATHLETE rover, Robonaut, Mars Robotics, and NASA Space Camp outreach experiences.
• Designed Mars rover poster series and art book for Voyager mission working directly with department director.

UX and Visual Designer (Self), Los Angeles, California   2011–Present
• Created award-winning game, Gemini Rue; awarded by PCGamer, Wired, & IGN; featured at GDC, E3, & EE.
• Consulted various businesses on visual and interaction design: directed animated video reaching 600K+ views;
  redesigned app used by Special Operations Forces on the battlefield; oversaw conceptual and interior design for
  graduate facility used by 300+ occupants; consulted for tech organizations pitching to Snapchat & Google.

EDUCATION
University of California, Los Angeles, *magna cum laude*   2008–2012
      B.A. in Design | Media Arts with a minor in Film; GPA: 3.88
      Undergraduate Show Award & Dean's Award, Elaine Krown Klein Scholarship Recipient
      UCLA Game Lab; Christian Students at UCLA; Ultimate Frisbee

SKILLS & TOOLS
• Convert designs into development; translate design specs and decisions to stakeholders; deliver on time.
• *Skills*: Research, UI design, UX design, storyboards, sitemaps, wireframes, user testing, prototypes, web, mobile,
  HTML, CSS, basic Javascript, C++, C#, Liquid (Shopify)
• *Tools*: Adobe Creative Suite, Sketch, InVision, Balsamiq, Maya, KeyShot, Lucky Orange (heat-mapping),
  Wordpress, Shopify, Unbounce, Squarespace, Unity, Processing