

# NICHOLAS GRANT

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## EDUCATION

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- New York University** | MPS – Interactive Telecommunications Program (ITP) May 2021
- Tisch School of the Arts Scholarship
  - Relevant Coursework: UX Design, Visual Design, Instructional Design, Mobile App Development, Assistive Technology
- The George Washington University** | BA – Political Science Major, English Minor, Journalism Minor May 2019
- *summa cum laude* (GPA: 3.87/4.0)
  - Dean's Scholar in Shakespeare
- King's College London** | Fall Study Abroad in the Department of War Studies Sep. 2017 – Dec. 2017

## PROJECTS

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- Visual Studio Code Live Share Guide** Dec. 2020
- UI/UX Designer | New York, NY
- Team partnered with Microsoft to improve the functionality of Live Share in VS Code by composing a prototype in Figma
  - Produced surveys, journey maps, storyboards, and wireframes that identified the greatest methods for peer programming
- Adaptive Force Game Controller** Dec. 2020
- Lead Product Designer | New York, NY
- Collaborated with a client to develop an accessible Xbox video game controller along with a website that shares a how-to guide
  - Devised the layout, performed a competitive analysis, constructed prototypes, and delivered the final product for user testing

## EXPERIENCE

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- UX Consultant** Aug. 2020 – Nov. 2020
- AB Studio (startup) | New York, NY
- Coordinated with engineers and UX designers to create high-fidelity wireframes with Adobe XD for a content creation engine
  - Designed and developed an educational AR/AI mobile application to enhance remote learning for Columbia University
  - Launched a website to house the application, specializing in accessible design and web copy by conceptualizing user flows
  - Led the content strategy of the organization, such as blog posts and writing a student newsletter that contained surveys
  - Compiled a 100-page final report based on user data from Firebase that outlined the achievements of the AR/AI project
- Web Developer / Content Manager** May 2020 – Aug. 2020
- Ideamix (startup) | New York, NY
- Enhanced the UX of the website based on user research by focusing on language, information hierarchy, and visual design
  - Worked with the CEO to build web pages, such as for the internship program that highlights the goals and requirements
  - Transformed SEO with Google Analytics by employing keywords that reflect consumer engagement throughout the website
  - Mentored an editorial team of seven by teaching journalism standards, hosting workshops, and providing feedback on drafts
  - Finalized brand standards by perfecting the submission process and publishing all material in the content management system
- UX Writer Intern** Sep. 2018 – Jan. 2019
- Festi (startup) | Washington, DC
- Wrote clear copy in pop-up notifications that guide the user to book events with friends for the social network mobile application
  - Facilitated usability tests to assess user behavior, identify pain points, and document UX solutions for the engineering team

## ADDITIONAL EXPERIENCE

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- Research Assistant**, GW Center for Cyber and Homeland Security, Washington, DC May 2018 – Aug. 2018
- Media Arts Intern**, National Endowment for the Arts, Washington, DC Jan. 2018 – May 2018
- Business Development Intern**, Lamb Financial, New York, NY May 2017 – Aug. 2017

## SKILLS

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**Design Software:** Photoshop, After Effects, Illustrator, Premiere Pro, XD, Sketch, Figma  
**Programming:** Arduino (C++), C#, HTML + CSS, SwiftUI, Python, p5.js, Max/MSP  
**Game Development:** Blender, Unity, VR (Oculus Rift), AR (ARKit, Vuforia), Unreal  
**Fabrication:** Laser Cutting, CNC Milling, 3D Printing, Woodworking, Metalworking