

Nick Disabato. 2432 N Linden Pl, Apt B1. Chicago, IL 60647. nickd@nickd.org.

intention

I'm an **interaction designer**. I love creating products that are simple, humane, beautiful, and useful. I work on **wireframes**, **strategy**, and **information architecture**.

I'm currently writing a book on my field, *Cadence & Slang*, out at the end of 2010.

skills

I have a master's degree in **human-computer interaction** and **five years of professional experience** in the field. I'm knowledgeable in writing **use cases**, rapidly **wireframing** and **prototyping**, and conducting **user testing**. I'm expert in **OmniGraffle** and **Visio**. I know **Photoshop**, **Illustrator**, **Acrobat**, and **InDesign**.

prior experience

User Experience Planner, **Draftfcb**, Chicago, IL. June 2010-date.

I work with two other user experience professionals to develop wireframes and strategy for web applications and public-facing corporate sites.

Interface Designer, **SimpleScott**, Chicago, IL. June 2010-date.

I'm working with another designer and a developer to create wireframes in HTML, making usability decisions and justifying my ideas, for small projects on the side.

Information Architect, **Ogilvy One**, Chicago, IL. May-June 2010.

I worked with another IA to create, audit, and refine a site map for a 100,000-page site for a professional interest group containing over 7,000 member organizations.

Interaction Designer, **Leo Burnett/Arc Worldwide**, Chicago, IL. April-May 2010.

I worked with two other UX designers to create a full set of **wireframes**, **IA**, and audit the **product taxonomy** for a large appliance company.

Interaction Design Lead, **IA Collaborative**, Chicago, IL. March-April 2010.

I created **sketches**, **wireframes**, **user requirements**, and **use cases** for projects large (500 pages) and small (2 pages), working in a small team to justify my decisions.

Information Architect, **VSA Partners**, Chicago, IL. January-March 2010.

I made **wireframes**, **IA diagrams**, site maps, Photoshop mocks, and coordinated with team members to **prototype and deploy** changes on various **Fortune 100 clients**.

User Experience Designer, **Groupon**, Chicago, IL. November-December 2009.

I mocked up the user experience on Groupon and its daily emails, via **sketching**, **Photoshop**, and **OmniGraffle**. I made Groupon more **readable**, **scannable**, and **useful**.

Designer, **Emmis Interactive**, Chicago, IL. December 2007-November 2009.

Emmis makes web sites for radio stations using a home-rolled CMS. I **created and refined the process** of turning Photoshop mockups into HTML templates. I instituted an automated system, improving efficiency and simplifying new hires' training.

User Experience Designer, **FastRoot**, Chicago, IL. September-December 2007.

I wrote the **functional specification**, developed **wireframes**, and put together a comprehensive specification for their new Web-based operations management system.

Interface Developer, **Palantir.net**, Chicago, IL. July 2006-August 2007.

I made **wireframes** and a **functional specification** for a Web-based project manager. I oversaw all aspects of projects from **asset management** to **information architecture**.

education

M.S. in Information Science, May 2006: **University of North Carolina**, Chapel Hill, NC.
Concentration in Human-Computer Interaction.

Thesis: "The effects of Ajax Web technologies on user expectations: a workflow approach," archived at http://resume.nickd.org/portfolio/nickd-masters_paper.pdf.

B.S. in Applied Mathematics, June 2004: **Northwestern University**, Evanston, IL.
Second major in Mathematics, minor in English.

references

"During the time Nick and I have worked together at Emmis Interactive, I have developed great relationships with some of the best, brightest, smartest, most creative and talented people I have ever been fortunate enough to know. Nick sits extremely high on the list.

"On both a professional and personal level, I hold Nick in the highest regard. Regardless of subject, Nick's knowledge is vast, deep and precise; I am truly amazed by it on a regular basis. When I have a question about interface design, coding, typography, technology, beer, music, books, or life, I turn to Nick. When I am looking for a strong, educated opinion on anything and everything, I turn to Nick.

"Extensively smart and knowledgeable, Nick also has a tremendous capacity to communicate clearly to individuals of all skill levels; this combination is as valued as it is rare. Nick has the unique ability to transfer his knowledge in a well-informed, focused and decisive way, while always remaining open-minded and never condescending.

"The passion Nick displays towards the many areas related to interface design and design in the broader sense is staggering. Nick is always on the cusp of the latest technologies, standards, best practices and methodologies. Additionally (and very importantly), he also strives to keep those around him just as informed by proactively leading and organizing brown-bag presentations, sending IM's and e-mails or just simply initiating impromptu conversations.

"In short, Nick is forward thinking and ahead of the curve, and he takes others along for the ride. His knowledge, talents and personality are of great value, if not priceless."
- Brian Leli, Designer, Emmis Interactive

"In the past two years, Nick has worked on several significant changes to MEASURE's financial system. Most notably, he spearheaded the restructuring of its code to better integrate with our other departments' systems. This involved regular coordination with financial staff from our four major partners, which Nick handled quite well. Nick's independent thinking and personal drive have refined our system and improved our workflow, and I believe his abilities will be of great service to any organization."

- Phillip J. Lyons, Associate Director for Finance and Administration, MEASURE Evaluation

"I worked for more than a year with Nick Disabato at Palantir.net. Nick is a capable individual who has proven repeatedly that he can work well in a high pressure, deadline driven environment. He worked very well with the rest of the team, as well as the design partners and clients."

- Jen Perunko, Senior Web Developer, Palantir.net, Inc.