

Kieran Nageotte

Designer with over 6 years experience, previously in user-centered industrial design. Now integrating design thinking, user research, and collaboration skills in UX.

Contact

📍 Located in Seattle, WA

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Education

Master's in Human-Computer Interaction and Design,

University of Washington, 2023

- [Capstone project advised by Google](#). Led UX design of future AI-driven user interface. Crafted interactive mobile prototypes based on user research.
- [Service design project with youth in foster care](#). Rigorous generative research. Designed services for complex systems.
- Applied design skills to digital context.

BDes in Industrial Design, University of Washington, 2017






Skills

- Ideation and structured convergence based on clear rationale.
- Low- to high-fidelity interactive prototyping for desktop, web, mobile, 3D, and hardware.
- Visual design & design systems.
- User research and testing.

Selected Software

🔗 Figma (static mocks & interaction)

📄 ProtoPie (interactive prototyping)

🎨 Adobe     

🐍 Python; basic HTML, CSS, & Javascript

🔗 Framer X

Work Experience

LightArt — (September 2017 – February 2023)

Title: **Product Design Engineer II** (November 2021 – February 2023)

- Led design of performance light core variant. Took a user-driven approach by conducting user research with factory workers and identifying and addressing their user needs without compromising launch deadlines or exceeding budget. During testing, these changes received accolades from manufacturing teams for streamlining production. Significantly reduced assembly time and increased production capacity.
- Conducted internal user research to redesign Slim series fixtures for aesthetics and ease of assembly, conducting studies with manufacturing workers. Reduced electrical wiring time 20–40%, and boosted sales by ~30%.
- Led the design of the award-winning Coil series of 3D printed light fixtures, adapting to new tools like Grasshopper and Python. Implemented design, engineering, and manufacturing over this multi-year project.
 - **Awards** (2020 or 2021): Gray Awards, Interior Design HiP, Architizer A+Products, Metropolis Planet Positive, NeoCon Metropolis Likes, Best of NeoCon (Sustainability), NYCxD Design Greater Good (finalist).
- Spearheaded design of numerous high-stakes custom projects, ideating and crafting novel designs for enterprise clients.
- Defined comprehensive design specifications for external vendors and internal manufacturing teams, illustrating with explanatory visuals to ensure clarity for diverse audiences, including those not fluent in English.
- Worked closely with engineering, sales, and PMs to ensure client satisfaction under tight deadlines.
- Managed complex inter-team projects using project management software.

Previous Title: **Product Designer** (August 2017 – November 2021)

Previous Title: **Design Intern** (September 2016 – August 2017)

Sparky Design — (June 2017 – August 2017)

Title: **UI Designer (Contract)**

- Crafted UI prototypes for sensory deprivation tanks, improving information hierarchy and visual design.
- Mastered tools such as Framer.js and Adobe XD to meet client needs.

Ciye — (June 2016 – August 2016)

Title: **Design Intern**

- Designed a waterproof enclosure and optical display for wearable athletic tech.
- Performed rapid optical and electronics prototyping, resulting in dramatic space savings.
- Consulted with principals in creating concept sketches, look development, and final 3D renders of the product concept for presentation to investors, resulting in a successful fundraising round.