

Nat DeMenthon

UX Designer / Researcher

✉ nat@natdementhonart.com  natdementhonart.com

EXPERIENCE

Freelance UX Designer / Artist June 2021 - Present

Bird King LLC

- Clients such as Eat This Much; created 35+ spot illustrations featured on the website; currently doing UX consulting for future updates of the mobile app.

UX Designer / UX Researcher Aug 2020 - June 2021

IQ Solutions; a 400-hour capstone project through the University of Maryland iConsultancy

- Designed a low-cost voice + app assistant that allows individuals with Mild Cognitive Impairment (MCI) to live independently for longer, and to delay the later stages of the disease.
- Interviewed and tested prototypes with individuals with MCI
- Team facilitator for prototyping phase of project; Managed client meetings and work sessions.

Accessibility User Testing Coordinator Aug 2019 - Dec 2019

Baltimore Museum of Art through the iConsultancy

- Tested the BMA's online mobile tour experience for accessibility and usability with Deaf, hard-of-hearing, blind, and low-vision users.
- Performed a heuristic review to align the website to the Web Content Accessibility Guidelines.
- Wrote alt-text for over 500 artworks, audio transcripts, and created wireframes.

Visual Design Lead; Game Asset Artist May 2018 - Oct 2018

Virtua Creative

- Conceptualized visual design, and created all 2D and 3D assets for a children's X-box Kinect experience, which accompanies a music and dance curriculum.
- Animated 2D assets in Unity, collaborated with programmers to integrate them.

EDUCATION

University of Maryland, College Park Jan 2019- June 2021

MS Human-Computer Interaction [4.0 GPA]

User Experience Research Methods; Interaction Design; Visual Design; Contextual Inquiry; Youth Learning in Formal and Informal Learning Environments

Virginia Commonwealth University Aug 2013-June 2017

BFA Communication Arts [3.9 in-major GPA]

Game Design, Theory and Practice; Animation and Narrative Production; Data Structures & Object Programming; MIT online class in Python.

SUMMARY

I'm a UX Designer and Researcher with an art background. My primary passions lie in designing for digital educational tools and health.

SKILLS

Industry Skills

[Visual Design](#)

[Interaction Design](#)

[User Research](#)

[Usability Testing](#)

[Accessibility Testing](#)

[Contextual Inquiry](#)

Tools & Technologies

[Adobe Suite](#) [Figma](#)

[Sketch](#) [Maya](#) [3DS Max](#)

[Unity](#)

Programming

[HTML](#) [CSS](#) [JavaScript](#)


[Python](#) [R](#) [C#](#) [Java](#)


Project Management

[Design Sprint](#) [Miro](#)

[Trello](#) [Jamboards](#)

PASSIONS

 I like sewing costumes and learning new crafting techniques. I've won awards and have been published several times in magazines.

 I enjoy making small games in Unity and doing Global Game Jam.