# Natasha Price

#### **Product Designer**

**EXPERIENCE** 

Visual + Product Design Independent Contractor 2011 - Current

- Created several designs for web and mobile, with wireframes, testing, UX processes, branding, and clickable prototypes.
- Delivered wide variety of physical product design surface design, printed goods, 3D objects.
- Provided digital design for social, e-commerce, B2B, internal documentation, PR, and marketing.

UI/UX TA UC Berkeley July 2019 - Jan 2020

- Graded 100s of case studies from 21 students, giving feedback and providing insights into creating a product's narrative.
- Worked with 21 students in the ideation and creation of applications,
   research, and prototype, while providing moral and mental support.

Visual Designer elizabethW June 2019 - Dec 2019

- Produced a new catalog, photographed product and edited photos.
- Created email blasts through Emma email, bringing in new clients and business.
- Cleaned up and organized old product photos for websites, giving cleaner feel across brand.
- Designed graphics for web, labels, packaging, signage, marketing post cards, and trade shows.

Visual Designer & Photo Editor Granite Media July 2018 - May 2019

- Created new logo for Stadium Talk.
- Sourced and edited thousands of stock photos to visually shape each story, keep the readers engaged, and maintain branding.
- Collaborated with programmers on website features and design.

Graphic Designer & Photo Editor Minted Nov 2014 - June 2018

- Created and QCed tens of thousands of luxury print products.
- Trained designers in best practice for design and photo editing.
- Managed photo edit team for 1 year through two Q4 periods providing hundreds of photos edits supporting all of Minted.

### **EDUCATION**

Bachelors of Fine Arts | Conceptual Information Arts SFSU 2005 - 2012

Bloc.io Academy for Web and Mobile Design UI/UX Boot camp 2018 - 2019

Extras Game Design, Story Boarding & Script Writing, UI/UX - Berkeley City College 2017 - 2018

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#### **ABOUT ME**

Oakland based designer with back-ground in Visual Design. Working with clients, iterating through research, and receiving feedback without ego is vital to my design process. I'm interested in the challenge of creating digital products, user interactions, rapid prototyping, utilizing research and empathy. I have a knack for creative problem solving, organizing groups of people, and learning from others.

## **Skills**

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| ** <b>*</b> | Figma                |
|-------------|----------------------|
| ****        | Adobe creative suite |
| <b>★★★☆</b> | Sketch               |
| <b>★★★☆</b> | InVision             |
| ★★★☆☆       | Mobile + Web Design  |
| ★★★☆☆       | User Research        |
| ★★★☆☆       | HTML                 |
| ★★★☆☆       | CSS                  |
| ★★☆☆☆       | Javascript           |
|             |                      |

Animation