

# Natasha Price

## PRODUCT & VISUAL DESIGNER (UX/UI)

Design systems • UX strategy • End-to-end product design

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## EXPERIENCE

### Graphic Designer 3

#### Oregon Health & Science University (OHSU)

2025-Present  
Remote / Oregon

- Designed and produced web graphics and digital assets supporting OHSU's healthcare and education platforms.
- Created a visual system for medical "Signs & Symptoms" illustrations, producing 20+ scalable assets for digital health content.
- Designed an interactive School of Nursing program selection tool, guiding prospective students through nursing program pathways.
- Contributing UX and UI recommendations for OHSU's website redesign, including navigation structure and user flows.
- Partnered with marketing and digital teams to improve accessibility, clarity, and visual consistency across web experiences.

### Product / UI Designer

#### Applied Visions Inc.

2023-2024  
Remote / New York

- Designed end-to-end web applications and marketing sites for B2B & B2C clients.
- Built and maintained scalable design systems in Figma, improving UI consistency and developer handoff.
- Collaborated with engineers and product stakeholders to refine UX flows, feature concepts, and usability improvements.

### Visual Designer

#### Designers

2021-2022  
Remote

- Created UI and marketing assets for companies including Twitter and Walmart.
- Produced web ads, promotional interfaces, and presentation decks for product marketing campaigns.
- Developed Figma documentation and onboarding guides to improve internal design workflows and design team efficiency.

### Lead Product Designer

#### District Zero

2020-2021  
Remote

- Led product design for a learner progress tracking platform, including UX research, wireframes, and UI design.
- Worked with leadership on product strategy, roadmap planning, and hiring decisions.
- Integrated React component libraries to strengthen design-engineering alignment.

### Contract Designer

#### Freelance

2011-Present

- Designed branding, product UI, and marketing assets for startups and agencies.
- Supported product teams through UX research, prototyping, and usability testing.
- Produced multimedia assets including social graphics, animations, and marketing materials for digital campaigns.

## SKILLS

Product Design  
Design Systems  
UX Research  
Wireframing  
Prototyping  
User Testing  
Figma  
Branding  
Graphic Design  
Illustration  
Motion Graphics  
HTML / CSS (basic)

## EDUCATION

### BA - Tech Art

SFSU

2005 - 2012

### Bloc.io for UI/UX

2018 - 2019

### Post grad classes

Various City Colleges

- Story Boarding
- Game Design
- UI/UX
- Motion Graphics