

Natasha Price

PRODUCT & VISUAL DESIGNER (UX/UI)

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

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EXPERIENCE

Graphic Designer 3

2025-2026

Oregon Health & Science University (OHSU)

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

2023-2024

Applied Visions Inc.

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

2021-2022

Designers

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

2020-2021

District Zero

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

2011-Present

Freelance

- 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