



# Nicholas Miclette

## Senior Product Designer

[www.nmiclette.com](http://www.nmiclette.com)

iamnikmiclette@gmail.com  
(413)-441-1867

### Experience

#### Senior Product Designer | Feb 2022 - Present

Proprio, Seattle, WA

Driving the user-centric design process and owning multiple product features within the commercial release of the Paradigm software. I lead cross-functional teams of engineers and product managers strategizing and designing UX improvements that meet the needs of the customers and business.

#### Product Designer II | Feb 2022 - Jul 2023

Proprio, Seattle, WA

Delivering a user experience and visual design language that meets both user and business needs. I worked closely with cross-functional teams, gathering requirements, conducting user research, creating wireframes and prototypes, and incorporating user feedback to enhance the product's overall experience and usability.

#### Product Designer | June 2020 - Feb 2022

Proprio, Seattle, WA

Responsible for designing multi-platform virtual reality user experiences for a surgical navigation product. This included creating wireframes and prototypes and collaborating with developers to iterate on designs.

#### Product Designer | Feb 2020 - June 2020

Allovus, Seattle, WA

As a contract UX designer for a software/hardware startup, my responsibilities included helping define and commercialize a VR surgical navigation product through user research, intuitive UI design for virtual reality, collaborative design iterations, and ensuring a seamless user experience for a successful market launch.

#### Lead Industrial Designer | May 2016 - Mar 2022

Dream Lab, Redmond, WA

Responsibilities included offering consultation on software and hardware design solutions, conducting user research, creating intuitive interfaces, and designing physical prototypes.

### Education

#### Rochester Institute of Technology

MFA in Industrial Design, RIT School of Design, May. 2017

BFA in 3D Digital Design, RIT School of Design, May. 2015

Film Immersion, RIT, May. 2015

### Skills

Figma/Sketch/Adobe XD

Wireframes

Mockups

Usability Testing/Interview

Prototyping

Wireflows

Storyboarding

Information Architecture

Adobe Creative Cloud

Adobe Photoshop

Design Thinking

UX Strategy