

# Nate Marrs

User Experience Designer • Full Stack Web Developer

I am a UX/UI Designer and developer that specializes in human-centered interaction design and information architecture for large scale applications. My education and early career was focused on game development but I have since transitioned to creating and maintaining impactful web applications to improve the quality of life for thousands of end users. I am passionate about building quality software, improving usability, and designing GUI's for the modern web.

## Skills

User Experience Design (UX)  
User Interface Design (UI)  
User Research  
Interaction Design  
Information Architecture  
Wireframing  
Rapid Prototyping  
Requirements & User Stories  
Design Specification Writing

Application Development  
Responsive Web Development  
Internal Tool Development  
Mobile Game Development  
  
Team Management  
Product Management  
Inter-team Communication  
Process Improvement  
Entrepreneurship

Unit Testing  
Integration Testing  
Performance Testing  
Usability Testing  
Ad hoc Testing  
Test Automation

## Languages

HTML5  
CSS & SASS  
Javascript  
jQuery  
C# & ASP.NET  
Vue.js  
Java  
SQL & MySQL

## Tools

Visual Studio  
VS Code  
Figma  
UXPin  
Balsamiq  
SSMS (SQL Server)  
SourceTree / GitHub  
WalkMe  
Unity  
Wordpress

## Experience

### Computer Technology Associates (CTA)

Lead UX/UI Designer	2018 - Current
Web Application Developer	2014 - 2018
Quality Assurance, Tester	2012 - 2014

At CTA, I design and develop data-focused web applications for complex systems that adhere to client driven requirements, security, and consistency standards. Currently I am redesigning the front-end for a 15 year old military application being rebuilt with Vue.js 3 and Entity framework. I also collaborate with a multidisciplinary team using Agile methodologies, and promote human-centered empathy-driven UX in our products and practices.

### Fluxlogic Studios LLC

Co-Founder, CTO	2015 - 2018
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At Fluxlogic, I managed an international team to create custom websites and applications for local businesses. I developed in-house tools to improve processes and documentation, and handled all business affairs and client acquisition.

### Gnomespray Games Inc.

Co-Founder, CEO	2010 - 2015
Lead Game Developer	2010 - 2015

At Gnomespray, I directed a team of 8 through multiple development projects and lead design, development, and test efforts for several mobile games for Android, iOS, and Windows Mobile. As the CEO, I also managed financial holdings and business filings for the company.

## Education

### Bachelor of Innovation - Game Development

University of Colorado, Colorado Springs (UCCS)

August 2007 - May 2011



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