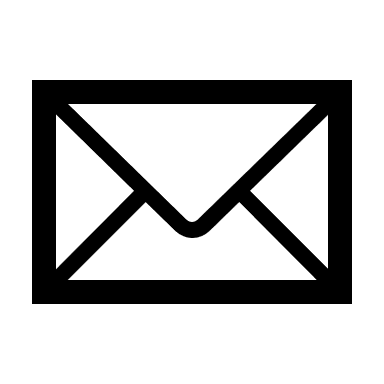
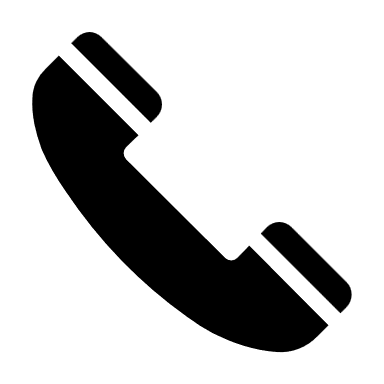
Nathan Marrs [nathanmarrs.com](http://www.nathanmarrs.com)

**Senior UX/UI Designer** [natemarrs@gmail.com](mailto:natemarrs@gmail.com)

Active TS (SCI Eligible) Clearance 719-505-3781

**Enterprise Applications | Information Architecture | User Research**

I am a detail-oriented and ambitious designer with 14 years of industry experience. I specialize in simplifying complex data domains to improve enterprise efficiency and increase the user’s quality of life. Using my technical background and entrepreneurship experience, I can easily bridge communications between business stakeholders and technical team members. My favorite projects involve creating consistent and organized interfaces while researching and becoming an expert in complicated subjects.

**Work Experience**

**KBR, Inc.**

**Senior UX/UI Designer** *11/2021 – Current •**Colorado Springs, CO*

* Replaced and simplified a legacy system of record for the United States Space Force.
* Optimized communication tools and manual data entry saving users time and reducing cost of operations.
* Improved accuracy and highlighted inefficiencies of a mission-critical system.
* Promoted UX and Agile in the DoD by coaching teams and facilitating design events.
* Utilize UX principles to transform a high-performing team.

**Computer Technology Associates**

**Lead UX/UI Designer** *01/2018 – 11/2021 • Colorado Springs, CO*

* Pioneered UX by proving design value amid established processes.
* Spearheaded a complete UI refactor of a 15-year-old application for the United States Navy.
* Designed evidence-based features that resulted in positive feedback, multiple DoD contract renewals, and top mark CPARS scores.
* Shifted user reliance to our tool instead of competitor’s software.

**Web Application Developer** *01/2014 – 01/2018 • Colorado Springs, CO*

* Digitized complex government processes, saving users time and reducing human error.
* Specialized in front-end development, standardizing and implementing UI best practices to reduce the product’s learning curve.

**Quality Assurance Tester** *05/2012 – 01/2014 • Colorado Springs, CO*

* Created an automated test suite, saving on development costs.
* Evaluated application flexibility and data accuracy for a system of record, creating trust in the user base.

**Fluxlogic Studios, LLC**

**Co-Founder, CTO** *04/2015 – 12/2018 • Colorado Springs, CO*

* Worked closely with stakeholders to ensure their vision was delivered on-time and exceeding expectations.
* Conducted research at community events to poll potential end-users for pain points and gauge interest in solutions.

**Gnomespray Games, Inc.**

**CEO, Lead Game Developer** 10/*2010 – 04/2015 • Colorado Springs, CO*

* Directed a team of 8 through multiple mobile games projects that were available on Android, Apple, and Windows app stores.
* Led the development team while simultaneously managing financial holdings and business filings for the company.
* Hosted booths at the Winter X-Games and several local conventions to usability test with a wide audience.

**Education**

**University of Colorado at Colorado Springs**

Bachelor of Innovation – Game Design and Development, 2011

**Skills** [Visit my portfolio for more](http://www.nathanmarrs.com)

**Tools:** Figma • UXPin • Axure RP • Balsamiq • Miro • Confluence • VS Code • SQL Server • WalkMe • Unity • SourceTree • GitHub

**Processes:** Design Thinking, Double Diamond, Lean UX, Agile / Scrum