

Nathan Marrs

Lead UX/UI Designer

Active TS/SCI Clearance

nathanmarrs.com

natemarrs@gmail.com

719-505-3781

DoD Mission-Critical Applications | Human Centered | Research-Driven

I am a detail-oriented and ambitious designer with 14 years of industry experience on DoD agile projects. I specialize in simplifying complex data domains to improve operational efficiency and increase the user's quality of life. My technical and entrepreneurial background influences design strategies that balance validated usability with business viability and technical feasibility. As a leader and mentor on 7+ projects, I'm passionate about advancing design practices in the military to deliver intuitive tools for service members who rarely get a choice in the mission technologies they use.

Work Experience

KBR, Inc.

Principal 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.

Education

University of Colorado at Colorado Springs

Bachelor of Innovation – Game Design and Development, 2011

Skills

[Visit my portfolio for more](#)

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