

KELLY NASH

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SKILLS

Methods

concept development & evaluation
contextual inquiry
directed storytelling
focus groups
framework development & modeling
journal development
participatory design
persona & scenario development
print production & pre-press
rapid prototyping & testing
user testing
wireframing

Software

Adobe Creative Suite
Microsoft Office

PHILANTHROPY

Vista Hills

**Homeowners Association
Board of Directors-Secretary**
June 2007-July 2009
Portland, Oregon

**Jack's Team Carnival for a Cure
Designer & Volunteer Coordinator**
August 2005-August 2010
Lake Oswego, Oregon

Juvenile Diabetes Research Foundation

Walk Team Captain, Administrative
Support, Designer, Entertainment
Coordinator
1994-1996, 2006, 2007
Portland, Oregon

EDUCATION

CARNEGIE MELLON UNIVERSITY *Pittsburgh, Pennsylvania*

Master of Design Candidate Interaction Design 2011

Thesis Designing supports for women experiencing homelessness in their transition to self-sufficiency.

MILWAUKEE INSTITUTE OF ART & DESIGN *Milwaukee, Wisconsin*

Bachelor of Fine Arts Communication Design 2003

Thesis Semiotics and mythology can help us interpret and understand modern culture.

SPONSORED PROJECTS

MICROSOFT + MOTOROLA *School of Design*

Service Meets Social Team project to design a social service: nüS fosters community engagement through personalized news from sources ranging from around the world to around the corner.

INNOVATION WORKS + CLEAN POWER RESOURCES *Tepper School of Business*

Team project with two MBA students to develop a commercialization plan within a specified market for new technology capable of transforming waste heat to energy.

HEINZ COLLEGE, CARNEGIE MELLON UNIVERSITY *School of Design*

Workers as a Service Exploring the future of work: people, technologies, infrastructure. Research assistant to John Zimmerman, Dan Boyarski, Nick Durrant and Gill Wildman.

EXPERIENCE

CITRIX SYSTEMS *Santa Clara, California*

Product Design Intern May 2010-August 2010

Supported the design and development of enterprise software applications for virtualization.

- *XenClient v1.0* designed virtual USB feature, built and launched September 2010.
- iPad, designed feature, built, pending public launch.

PORTLAND STATE UNIVERSITY *Portland, Oregon*

Research Assistant June 2008-July 2009

Katherine McDonald PhD, Assistant Professor, Psychology

Supported current research efforts addressing barriers to advancing scientific knowledge for adults with intellectual and developmental disabilities.

- Designed "What's the Problem?" a research methods board game.

NEWSLANDING DESIGN & PHOTOGRAPHY *Portland, Oregon*

Art Director February 2007-August 2008

Designed print collateral from conception to completion, developed web site interfaces.

- Developed a streamlined process to address regularly recurring needs of the company's primary clients; designed appropriate templates and assembled production kit.

FREELANCE *Milwaukee, Wisconsin; Portland, Oregon; Pittsburgh, Pennsylvania*

Designer February 2003-present

Partner with clients to choose most appropriate vehicle of communication and prioritize needs; design print collateral from conception to completion.

- Clients: Don Jones Center for Entrepreneurship, Carnegie Mellon University's Tepper School of Business; Novo Nordisk, Pacific Northwest Diabetes Week; Propel Charter Schools

JUVENILE DIABETES RESEARCH FOUNDATION *Portland, Oregon*

Special Events Assistant January 2005-May 2006

Managed development of communications materials; provided logistical and fund raising support.

- Raised nearly one million dollars for diabetes research by substantially growing chapter events: the *Walk to Cure Diabetes* and *Hope Gala* were both record-breaking in attendance and dollars raised.
- Developed sustainable procedures for volunteer recruitment and training.