**Nicholas Tamas**

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 **UX Designer | UI Artist | Design Educator**

**Professional Summary**

Multidisciplinary UX Designer with a background in art, industrial design, and product development, specializing in creating engaging, player-centered digital experiences. Experienced in UX/UI design for games and interactive media, blending usability research, interface design, and visual storytelling. Skilled in wireframing, prototyping, and designing responsive, immersive user interfaces across web and mobile environments. Passionate about emerging technology, AI ethics, and integrating intuitive design systems that enhance user engagement.

**Professional Experience**

New England Innovation Academy (NEIA) — *Marlborough, MA*

**AI Ethics and Advisory Board Lead** | *Jan 2025 – Present*

* Lead ethical design and policy initiatives for AI-driven tools and applications used in education and design contexts.
* Develop frameworks for responsible AI adoption, emphasizing transparency, accessibility, and human-centered design.

**Head of Emerging Technology Committee** | *Aug 2024 – Present*

* Direct cross-departmental efforts to evaluate, pilot, and implement new technologies across curriculum and operations.
* Guide staff in adopting design and prototyping tools including AR/VR platforms, AI-assisted design software, and digital fabrication.

**Student Experience Designer & Design Materials Instructor** | *Aug 2023 – Present*

* Design and teach hands-on design courses integrating UX, UI, and product development methodologies.
* Apply human-centered and agile design principles to digital and physical product workflows.
* Collaborate with faculty to enhance the student experience through user research, journey mapping, and iterative prototyping.
* Lead the integration of emerging design technologies and AI tools to support interactive and immersive learning experiences.

**Industrial Designer** | *Aug 2022 – Aug 2023*

* Developed and implemented a human-centered design curriculum focusing on product and UX/UI design.
* Taught students iterative design processes including prototyping, testing, and refinement using agile methods.
* Integrated technologies such as 3D modeling and interactive prototyping into design education frameworks.

Self-Employed — *Boston, MA*

**UX Designer / Web Designer** | *Jan 2021 – Present*

* Design and develop custom websites from concept to launch for small businesses and creative clients.
* Create wireframes, user flows, and high-fidelity prototypes in Figma and implement designs in Webflow.
* Develop responsive interfaces using HTML, CSS, and JavaScript; implement motion design and interactivity with GSAP and Rive.
* Conduct usability testing, accessibility reviews, and visual design refinement for optimal UX performance.
* Deliver cohesive brand and interface systems emphasizing intuitive navigation and engaging user experiences.

Herff Jones — *Providence, RI*

**3D Product Designer** | *Nov 2021 – Aug 2022*

* Designed and modeled jewelry products for rapid prototyping and production using Rhino 3D and RhinoCAM.
* Collaborated with engineering and manufacturing teams to iterate on precision components for digital-to-physical workflows.
* Enhanced efficiency by optimizing CAD modeling workflows for CNC and additive manufacturing.

Mass MoCA — *North Adams, MA*

**Art Fabricator & Lighting Designer** | *Jan 2016 – Jan 2018*

* Collaborated with artists and curators to design and install large-scale, multi-material installations.
* Executed technical lighting designs that supported visual storytelling and spatial experience.
* Contributed to project management and problem-solving from concept through installation.

**Education**

**Elevtr** — Coursework, *UX/UI Design for Gaming*

* Focused on player-centered experience design, user stories, usability testing, and interface mockups.
* Designed game-specific UX flows and UI assets for 360° gameplay experiences.

**Rhode Island School of Design (RISD)** — *Master of Industrial Design (MID)*

* Studied human-centered design methodologies connecting art, technology, and sustainability.
* Explored design as a catalyst for cultural and social innovation.

**Massachusetts Institute of Technology (MIT)** — Coursework, *Product Design & Development*

* Collaborated with interdisciplinary teams to design and prototype a physical product from concept to production.

**University of Tennessee, Knoxville** — *B.A. Sculpture & Printmaking*

* Developed technical and conceptual skills in 3D design and fabrication.
* Integrated traditional and digital tools to explore materiality and form.

Technical Skills **UX & UI Tools:** Figma, Adobe XD, Miro, Maze, FigJam  
 **UI Art & Visual Design:** Adobe Photoshop, Illustrator, After Effects, Rive, Blender  
 **Prototyping & Animation:** Rive, GSAP, Webflow, ProtoPie, Principle, After Effects  
 **Development:** HTML, CSS, JavaScript  
 **3D Design & Modeling:** Rhino 3D, RhinoCAM, Blender  
 **Emerging Tech:** AI-assisted design tools (ChatGPT, Midjourney, RunwayML), AR/VR interfaces  
 **Testing & Research:** Usability testing, heuristic evaluation, A/B testing, accessibility audits

Soft Skills

User Research | Storytelling | Cross-Functional Collaboration | Agile Design Process | Rapid Prototyping | Design Thinking | Accessibility Advocacy | Visual Communication | Problem Solving | Mentorship & Teaching | Iterative Design | Creative Direction