

# Nate Short, Design Engineer

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## Summary

Design Engineer and Product Designer with 5+ years of experience building polished, accessible, and responsive digital experiences across web and mobile platforms. Combines strong visual and interaction design sensibilities with front-end engineering expertise in React, TypeScript, HTML, and CSS. Experienced collaborating closely with product, engineering, and marketing teams to prototype, build, and scale customer-facing experiences and design systems. Passionate about crafting intuitive interfaces with high attention to detail, usability, motion, and implementation quality.

## Skills

### Design & Prototyping

Figma, FigJam, Miro, Adobe Illustrator, Photoshop, Webflow, Rapid Prototyping, Interaction Design, Wireframing, Information Architecture, Responsive Design, Mobile Design, Accessibility, Design Systems

### Front-End Engineering

React, React Native, TypeScript, JavaScript, HTML, CSS, Blazor, Razor C#, Component Libraries, Responsive UI Development

### Collaboration & Workflow

Agile, Scrum, Jira, Azure DevOps, Confluence, Trello, MURAL, Cross-Functional Collaboration, Design Reviews, Sprint Planning

### Research & Strategy

UX Research, User Journeys, Qualitative Research Synthesis, Quantitative Research Synthesis, Accessibility Testing, 508 Compliance

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## Professional Experience

## **Improving Atlanta — UX Designer / Design Engineer**

### **April 2021 – Present**

- Designed and built responsive web and mobile experiences across B2B and B2C products, partnering closely with engineering, product, and marketing teams to deliver intuitive and customer-focused solutions.
  - Created wireframes, prototypes, and high-fidelity interfaces in Figma, accelerating stakeholder alignment and improving iteration speed across multiple initiatives.
  - Developed and implemented React and TypeScript component libraries and front-end applications, improving UI consistency and reducing development time by 30%.
  - Contributed to the evolution of a shared design system with a strong emphasis on accessibility, scalability, and developer handoff efficiency.
  - Collaborated with designers and engineers to refine interaction patterns, responsive behavior, and implementation details across products and platforms.
  - Applied qualitative and quantitative research insights to improve usability and engagement, contributing to measurable increases in customer satisfaction and product adoption.
  - Participated in Agile sprint planning and cross-functional workshops to define user flows, prioritize work, and improve delivery coordination.
  - Mentored junior designers through design critiques, workshops, and collaborative reviews focused on craft, usability, and system thinking.
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## **Selected Projects**

### **TydenBrooks — Front-End / Design Engineer**

- Sole front-end developer and product designer for an enterprise shipment security portal used to monitor device and shipment activity, security events, and geofence-based reporting workflows for large-scale logistics operations.
- Designed and implemented the application in React through a spec-driven development workflow, rapidly iterating from requirements to production-ready interfaces across complex operational use cases.
- Partnered closely with stakeholders and backend teams to define UX flows, refine product requirements, and translate business needs into scalable user-facing experiences.
- Built responsive, accessibility-conscious interfaces focused on usability, operational clarity, and efficient navigation of complex logistics and security data.
- Expanded and evolved an existing component and design system to support new workflows, improve consistency, and accelerate feature delivery.

- Leveraged AI-assisted development workflows to dramatically accelerate prototyping, implementation, and iteration speed while maintaining product quality and usability standards.
- Contributed to architectural and interaction design decisions across the platform, balancing rapid delivery with maintainable front-end patterns and scalable UX.

## **Intuit — UX Research & Product Experience**

- Conducted UX and CX research initiatives for a high-performing product ecosystem.
- Created user journeys, service blueprints, wireframes, and interaction flows to improve usability and streamline customer experiences.
- Synthesized user feedback and behavioral insights into actionable product recommendations.

## **Catalis — Design Systems**

- Helped build and scale a unified multi-platform design system with theme support and dark mode capabilities.
  - Established reusable patterns and component standards to improve consistency across applications and teams.
  - Collaborated with developers to align design decisions with scalable implementation practices.
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## **Education**

### **Old Dominion University — B.S. Human Services**

May 2018

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## **Volunteer Experience**

### **YoungLife — Leader**

- Mentored and led youth programs focused on relationship-building and community engagement.

### **Sojourn Community Church — Volunteer**

- Supported outreach initiatives and community programs through volunteer leadership.