

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. Deep expertise in Figma including variables, component architecture, Dev Mode, and design-to-code workflows paired with strong front-end engineering skills in React, TypeScript, HTML, CSS/SCSS, and Git. Actively uses AI tools (Windsurf, Cursor, Claude) in daily practice for component scaffolding, documentation, prototyping, and design exploration. Passionate about building and scaling design systems that bridge design intent and production implementation.

Skills

Design & Prototyping: Figma (variables, tokens, Dev Mode, component architecture, libraries), 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, Next.js, HTML, CSS/SCSS, Git/GitHub, Blazor, Razor C#, Component Libraries

AI Tools: Cursor, Claude, Windsurf, MCPs, component scaffolding, documentation generation, design exploration, rapid prototyping

Collaboration & Workflow: Agile, Scrum, Jira, Azure DevOps, Confluence, Trello, MURAL, Cross-Functional Collaboration, Sprint Planning

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

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 with engineering, product, and marketing teams daily to deliver intuitive, customer-focused solutions.
- Expert-level Figma practitioner: designed wireframes, prototypes, and high-fidelity interfaces leveraging variables, component properties, and Dev Mode to accelerate stakeholder alignment and streamline design-to-code handoff.
- Contributed to building and scaling a global design system, establishing Figma variables for theming (including dark mode), reusable component standards, and accessibility compliance.
- Developed and implemented React and TypeScript component libraries and front-end applications, improving UI consistency.
- Mentored junior designers through design critiques and workshops focused on craft, usability, and systems thinking.
- Participated in Agile sprint planning and cross-functional workshops to define user flows, prioritize work, and improve delivery coordination.

Selected Projects

TydenBrooks — Front-End / Design Engineer

- Sole front-end developer and product designer for an enterprise shipment security portal. Monitoring device activity, security events, and geofence-based reporting for large-scale logistics operations.
- Designed and implemented the application in React and React Native through a spec-driven workflow, iterating from requirements to production-ready interfaces across complex operational use cases.
- Used AI-assisted tools (Windsurf) throughout the project for component scaffolding, documentation generation, debugging, design exploration, and rapid prototyping which significantly compressed iteration cycles while maintaining quality standards.

- Expanded and evolved an existing component and design system to support new workflows, improve consistency, and accelerate feature delivery.
- Contributed to architectural and interaction design decisions, balancing rapid delivery with maintainable front-end patterns.

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 Figma variables powering theme support and dark mode capabilities across multiple applications and teams.
- Established reusable component patterns and standards, ensuring design consistency and improving developer handoff clarity.
- Collaborated with developers to align design decisions with scalable implementation practices.

Education

Old Dominion University — B.S. Human Services • May 2018