

NATHAN GUO

UX/UI/Interaction Design

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OBJECTIVE

Equipped with the user-centered mindset and wide range of skillsets, I am dedicated to prototyping and delivering original user experience and engagement. Accumulated interactive art practices accelerate my creativity, innovation, and critical thinking. Meanwhile the multi-multicultural experiences empower my design with empathy and perspectives.

SELECTED EXPERIENCE

2018 - now / Paysafe Group / Product and UX Designer

Delivered persona, wireframe, click dummy, low/high fidelity mock-up, design system etc.; assisted design sprints, brand attribute experience workshop, card sorting; facilitated focus group user testing; created user survey...

2018 - now / Vienna Sketch Meetup / Organizer

Organized monthly Vienna's Sketch meetup curated meetup sessions, talks, workshops etc.

2016 - 2018 / Netcetera AG / UX Designer

Created user interfaces of iOS/Android app for a leading bank in Czech Republic and a fully functional admin website with dashboard and client demanding features; work closely with developers and QA team on B2C and B2B features; set up style guides...

2014 - 2016 / Kotki Visuals / Digital Designer

Created audio and visual storyboard and production; assisted interaction design and onsite performance; designed facade mapping with state-of-art tools.

2010 - 2010 / Lenovo Inc. / Digital Designer

Drafted, shot, and edited product videos for the all-in-one desktop computer; created motion graphics advertising the benefits of the desktop computer.

HONOR & AWARD

2015 Art Prize of the Energie AG, Upperaustria
2012 Winner of Intel 48 Hour Hackathon of China
2012 Most Popular DIY Maker Project, China 1st Maker Carnival
2011 Valuable Design Award, Sony ExploraScience Center

SKILLSET

Design sprint Motion graphic Final Cut Studio Arduino
After effects Illustrator
Adobe XD Framer Photoshop
Marvel Rhino Figma Sketch HTML/CSS
UX writing Javascript InVision
MS Office Suite Agile UX Research

EDUCATION

MA, University of Art and Design Linz
BA, Renmin University of China
Exchange, Academy of Media Arts Cologne
Exchange Study, Taiwan University of Arts
Research Residency, Institute of Advanced Media Arts and Sciences, Japan

PUBLICATION

UX landscape in China
Melokey: Create Melody with Keys
Media Art Rhetoric
The Mapping Between Interactive Art and Classical Rhetoric: An Analogy Approach
Wanderl_st: Dartboard as an Agent of Map Navigation

CERTIFICATION

Interaction Design Foundation Member
UX Foundations: Prototyping
Design Thinking: Customer Experience
UX Foundations: Style Guides Design Systems
Digital Marketing Trends

LANGUAGE / HOBBY

English-Professional (IELTS 7.0)
German-Sufficient (B2 Level)
Chinese-Native Proficiency
Table tennis, Bike Touring, Tinkering,
Calligraphy, Swimming, LEGO serious play