



Nate Grubbs

Product & UX Designer

206-581-0941

hello@nategrubbs.com

nategrubbs.medium.com

Portfolio:

www.nategrubbs.com

About Me

My recent work orients towards designing digital-physical tools for professionals. I utilize a diverse range of skills, rooted in human-centered design principles. This includes UX/UI, motion design, and storytelling. I explore where business goals meet real people with creative enthusiasm.

I started in advertising before moving into product design, where I've helped craft solutions for astronauts and some of the world's biggest brands, including Starbucks, Ikea, Logitech, and more.

Experience

2022 – Present **Teague** / Senior Interaction Designer

Seattle, WA — www.teague.com

My work is dedicated to working with an aerospace company to gather insights from astronauts and flight ops engineers to build crew interfaces for a space station.

2019 – 2022 **Tactile** / Senior UX Designer

Seattle, WA — www.tactileinc.com

I help companies like Starbucks and Panasonic Avionics achieve successful design implementation of digital-physical interactive experiences. When I'm not busy crafting products or presentations, I help write articles about process and even Cognitive Bias.

- Starbucks Connected Store Devices
- Amazon Dash Cart Animation Design
- In-Flight Entertainment Controller
- Ecobee Thermostat UX Explorations

2016 – 2018 **Handmade** / Principal Product Designer

Amsterdam, NL — www.handmade.am

Handmade was a product invention lab for top tech companies. In this nimble operation, I worked in product innovation, creating new features, UX/UI design, and story-crafting.

2007 – 2016 **Freelance** / Visual & Motion Designer

Portland, OR – Amsterdam, NL — www.nategrubbs.com

2015 – 2016 **Philips** — lead visual designer for two health apps + helped update their Design System

2015 **Frog Design** — motion & story designer for pitch and vision-casting video presentations

2014 – 2015 **Philips Television** — motion & visual designer for new line of televisions

2010 – 2013 **Liquid Agency** — art director & motion designer for websites and ad campaigns

2007 – 2009 **Second Story Interactive** — motion & visual designer for museum exhibitions

2007 – 2011 **Razorfish** — art director & motion designer for websites and ad campaigns

2004 – 2007 **Razorfish** / Senior Designer

Portland, OR — www.razorfish.com

I worked as a visual & motion designer for diverse brands, including Microsoft projects in print and interactive media. I also designed the logo concept for Microsoft Silverlight.

Education

1999 – 2004 **Appalachian State University** / Double Major

Bachelor of Fine Arts in **Graphic Design**

Bachelor of Science in **Industrial Technology**