

## EXPERIENCE

### Design Research Fellow | The Live Well Collaborative

Aug 2024 - Present | Cincinnati, Ohio

- Led six projects with multidisciplinary teams of 4-20, delivering work to clients such as Boeing, Council on Aging, Hoxworth Blood Center, and Cincinnati Children's Hospital.
- Executed design research methods to identify opportunities, translating into actionable insights, conducting interviews, co-creation activities, user testing, prototyping, and refinement of designs.
- Spearheaded end to end design process, including concepting, ideating, and prototyping an accessible card game for people with intellectual disabilities.

### Prototype Technician | DAAP Rapid Prototyping Center

Aug 2023 - May 2024 | Cincinnati, Ohio

- Led trainings for 50+ students on laser cutting and 3D printing machinery use.
- Responsible for completing student orders on CNC Kongsberg.
- Trained on maintenance of laser cutters, 3D printers, and CNC mill.

### Design Researcher | THRIVE Consulting

Feb 2023 - May 2023 | Atlanta, Georgia

- Conducted 40+ interviews to gather insights and pain points for packaging needs across different industries and businesses.
- Analyzed transcripts to generate opportunity areas for client to better understand their customer base.
- Aided in a 2 day co-creation workshop with client to present findings and provided visualizations for shared understanding.

### UX/UI Designer | Chamberlain Group

May 2022 - August 2022 | Chicago, Illinois

- UX team lead for warehouse system redesign to improve coordination between warehouse managers, staff, and truck drivers.
- Conducted primary research through user-centered design methods such as field site visits, interviews, and persona development to identify pain points.
- Designed and prototyped an application that integrated into existing warehouse management system, streamlining communication between dispatch, warehouse, and truck.

## EDUCATION

### University of Cincinnati | 2019-2024

Bachelor of Science in Industrial Design

### Delft Institute of Technology | 2022

Minor in Interactive Environments

Created an interactive exhibit in collaboration with Philip Beesley for TU Delft's Science Center

## SKILLS

- Industrial Design
- Sketching
- CAD Modeling
- Design Research
- Rapid Prototyping
- User Experience
- Project Management
- Graphic Design
- Service Design
- Wireframing

## SOFTWARE

- Adobe Suite (Photoshop, Illustrator, InDesign)
- Figma
- Procreate
- Miro
- Fusion 360
- SketchUp
- SolidWorks
- ArtiosCAD

## AWARDS


- Fulbright Semi-Finalist
- University Honors Program
- Dean's List 2019-2024
- Cincinnati Scholarship


## LANGUAGES

- English
- Russian
- Spanish

## CONTACT

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