

Catt Small

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Skills & Education

UX Design

- * Facilitating design exercises
- * Sketching, IA, and wireframing
- * Rapid prototyping
- * Visual design
- * User research and usability testing
- * Sketch and Adobe Creative Suite
- * Omnigraffle
- * InVision and other prototyping tools

Front-end Web Development

- * HTML5, CSS3, JavaScript, PHP
- * LESS and SASS/SCSS
- * Version control with GitHub

Speaking and presenting

- * !!Con 2016
[The Creative Programmer](#)
- * Beyond Tellerrand 2016
[Designing Socially Impactful Digital Experiences](#)
- * General Assembly, 2015
[UX for Developers](#)
- * FlowCon SF 2014
[We're All Designers: Encouraging Collaboration in Design](#)
- * ConveyUX 2014
[Beyond Gamification](#)

Education

- * MS in Integrated Digital Media, 2016
[NYU Tandon School of Engineering](#)
- * BFA Graphic Design, 2011
[School of Visual Arts](#)

Awards

- * Technologist of the Year, 2016
[Brooklyn Innovation Awards](#)
- * Generation Google Scholarship, 2015
[Google](#)

Languages

- * English (fluent)
- * Spanish (moderate)
- * Japanese (JLPT N3)

Design Experience

Senior Product Designer at SoundCloud

June 2016 – Present in NYC

- * Designs and prototypes user experiences for Android, iOS, and the web.
- * Contributes to design vision and product strategy for monetization and connected devices.
- * Collaborates with several teams to launch cross-platform features and products.
- * Manages and mentors two designers, as well as participates in hiring initiatives.

Product Designer at SoundCloud

May 2014 – May 2016

- * Catalyzed the generation of personas that provided design direction for the company.
- * Designed the Android and web purchase experience for a new subscription service.
- * Headed the design of horizontal and vertical video ad products on mobile.
- * Lead the design of a highly-requested promotional tool for creators.
- * Launched the receiver design for the company's Google Cast integration.

UX Designer at Bedrocket Media Ventures

July 2013 – May 2014 in NYC

- * Designed and built user experiences for a web CMS and public-facing websites.
- * Facilitated usability tests and design exercises.
- * Created design artifacts such as sitemaps, user workflows, and personas.

Product Designer at NASDAQ

February 2012 – July 2013 in NYC

- * Designed user experiences for responsive web apps and public-facing websites.
- * Built responsive prototypes for web apps in HTML5, CSS3, LESS, PHP, and JavaScript.
- * Facilitated usability tests, discovery interviews, and design exercises.

Interface Designer at ParksByNature Network LLC

May 2011 – February 2012 in NYC

Designed user experiences for mobile apps and public-facing websites.

Additional Experience

Co-founder at Brooklyn Gamery

October 2013 – Present in NYC

Designs experiences, mechanics and graphics for mobile and computer games.

Co-founder at The Code Liberation Foundation

June 2013 – Present in NYC

Teaches programming classes, mentors members, and leads the web development team.

