

# 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 Etsy

**September 2016 – Present in NYC**

- \* Designs tools that help sellers reach new buyers on Etsy's Marketing Services team.
- \* Led the initiative to create usage guidelines for Etsy's seller design system.
- \* Facilitated design exercises, created design artifacts, and redesigned billing page for Etsy sellers during time on Payments and Checkout team.

### Senior Product Designer at SoundCloud

**June 2016 – September 2016 in NYC**

- \* Contributed to design vision and product strategy for monetization.
- \* Designed, prototyped, and built user experiences for Android, iOS, and web browsers.
- \* Collaborated with several teams to launch cross-platform features and products.
- \* Participated in various hiring initiatives for designers and engineers of all skill levels.
- \* Managed and mentored three Product Design interns.

### Product Designer at SoundCloud

**May 2014 – June 2016 in NYC**

### 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 as well as design exercises and created design documentation.

### Product Designer at Nasdaq

**February 2012 – July 2013 in NYC**

- \* Designed and prototyped experiences for responsive web apps and public-facing websites.
- \* 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.

