

SEAN NELSON

Product & Software Designer

EDUCATION

UNIVERSITY OF CINCINNATI

B.S. Industrial Design, College of Design,
Architecture, Art, and Planning (DAAP)

Graduating Class of 2017

BOWLING GREEN STATE UNIVERSITY

Visual Communications Technology

Fall 2008 to Spring 2010

SKILLS

Rhino 3D, KeyShot 6, SolidWorks,
Sketchbook Pro, Sketch, Photoshop,
Illustrator, and InDesign CC.

Fluent in HTML 5, CSS 3, JavaScript,
and a variety of web frameworks and
platforms, as well as various prototyping
software and tools.

CONTACT

partlysean.com
partlysean.com/portfolio

partlysean@gmail.com
+1 415 370 8680

References available upon request.

EMPLOYMENT

FACTORY

PRODUCT DESIGN INTERN // SPRING 2016

Berlin, Germany — Factory designs and hosts co-working spaces in Berlin (and soon throughout Europe) that support entrepreneurs and foster innovation. I worked with them and their technology partners to design products for their upcoming Berlin Mitte campus including smart connected door locks and lighting solutions, as well as branding and graphics for internal events and partner companies.

LOFT LLC.

PRODUCT DESIGN INTERN // SUMMER 2015

Providence, Rhode Island — Loft is a small and multidisciplinary design consultancy that focuses on product design, packaging, branding, user interface, and user experience design. I worked with Loft's team on a number of product, packaging, and branding projects for clients like Bose, Dick's Sporting Goods, Vers Audio, Reelgood, and Spatially.

SPROUT STUDIOS

PRODUCT DESIGN INTERN // FALL 2014 & SPRING 2014

Boston, Massachusetts — Sprout Studios is an award winning concept-to-launch design studio that specializes in product design, packaging, branding, user interface, and user experience design. I worked with Sprout's team in both the spring and fall of 2014 both contributing to and leading product design and UX/UI projects with Honda, Pawscout, Woo Sports, Spiro, Stelle Audio, Ecovent, and others.

LITTLE DETAILS

UX & UI DESIGNER // MARCH 2012 TO PRESENT

Little Details is a 100% indie and bootstrapped company made up of startup and industry veterans with team members working from New Jersey, California, Ohio, Massachusetts, and the UK. Our first product was the beloved little airport pickup app Just Landed that was downloaded over 500,000 times and frequently featured on Apple's App Store.

Our second product, Patchmania, is a charming iOS game where players solve puzzles to help a gang of bunnies to get back at Farmer Lester for tearing down their forest home. It was named Best of March and Best New Game by Apple and has millions of players in over 150 countries. I work as Little Details' user interface and web designer, as well as the front-end web developer.

SIMPLYLISTED

CO-FOUNDER & CCO // 2011

SimplyListed was a Y Combinator, SV Angel, and Start Fund backed startup with the goal of creating an innovative new marketplace for used stuff by making the selling process as easy as taking a photo with your iPhone. I was responsible for the UX/UI of the iPhone app, design of the online store and branding, and front-end web development.