



Nick Conflitti

Pragmatic designer and manager

Denver, CO // Remote

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A LITTLE ABOUT ME...

- 15 years design experience
- User-centered, data-driven product designer
- Avid skier, golfer, home renovator, gamer, and traveler

Education

FERRIS STATE UNIVERSITY

- BS, Graphic Design
- FSU Dean's List | 4 years
- AIGA FSU Student Group President

Skills

INVESTIGATE & DESIGN

User interviews, focus groups, card sorting, qualitative and quantitative research, user story mapping, user workflows, rapid prototyping, low-fi designs, high-fi designs, usability testing

TOOLS

Figma, FigJam, Sketch, Abstract, Adobe CC, Miro, Omnigraffle, HTML, CSS, Usertesting.com, Rally, Jira, Center Code, Chromatic, Storybook, Github, Confluence, Slack, Miro, Supernova, Zero Height, inspirational speech giver, rotary phone, pager

OTHER HATS I'VE WORN

Co-Founder/CPO, product owner, product manager, scrum master, interaction designer, confidant, mentor, and more

Experience

• COLLIBRA | APR '22-PRESENT

Sr. Manager, Design System

I lead a team of product designers who are responsible for designing, building, and maintaining Collibra's design system. My primary role is coordinating design and implementation efforts across P&E for the launch of our new user interface and frontend architecture.

- Redesigned the entire visual design of Collibra's 15 year old platform in a six week design sprint
- Designed and delivered hundreds of tokens, components, and patterns
- Authored and published extensive documentation on system assets
- Advised ~300 designers, engineers, product managers, and test engineers across ~20 scrum teams in North America and Europe
- Championed sustainable design, writing, and development practices to help ensure WCAG 2.1 accessibility compliance
- Developed a contribution and governance model
- Created all new career path and job family framework for designers

• JUMPCLOUD | MAR '21-MAR '22

Sr. Product Designer

As the design lead for the identity and access management vertical, I mentored junior product designers, facilitated design efforts with four engineering teams, coordinated design efforts across verticals, and helped define the vision and strategy for scaling the product offering.

- Established the first product designer onboarding guide
- Implemented additional agile best practices for designers
- Designed and released ~10 major epics, 12+ minor features
- Designed a pay wall strategy for accounts in default that collected \$600K+ in first 3 weeks of release

• GOSPOTCHECK | NOV '18-FEB '21

Product Designer

Primarily worked on the R&D team, Propeller, as the sole designer with five engineers on a data-driven, automated, workflow B2B platform.

- Performed user needs research that included analyzing ~4000 NPS comments, Aha! submissions, and 17 stakeholder interviews
- Administered ~125 qualitative & quantitative usability tests
- Created and maintained component library for web and native mobile UX patterns utilizing atomic principles

Secondary GoSpotCheck initiatives included:

- Created/launched POC integration with Lyft in Phoenix, AZ during the Super Bowl to enable drivers to earn extra income outside of traditional ride shares
- Designed the majority of the new PhotoWorks product in 72 hours that supports 1.5M photos/mo