

NATHAN CLINTON

Product Designer

Mooresville, NC · Open to Remote or Tampa, FL

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SUMMARY

Product Designer with 5+ years designing end-to-end experiences for complex, multi-role enterprise platforms. Owns the full arc from discovery through production handoff, including research, workflow architecture, interaction design, and design system contribution. Specializes in operationally dense software where clarity and task efficiency determine adoption, and has redesigned critical task flows that reduced time-to-complete by 50%. Fluent in AI-assisted design workflows to compress ideation and prototyping cycles.

PROFESSIONAL EXPERIENCE

Product Designer | Lowe's, Inc.

Charlotte, NC | January 2023 – Present

- Own end-to-end design for enterprise applications supporting multiple user roles and complex operational workflows, from discovery through production-ready handoff.
- Redesigned critical task flows and navigation systems, reducing time-to-complete on key tasks by 50%.
- Translate ambiguous business requirements into user journeys, information architecture, wireframes, interactive prototypes, and high-fidelity production interfaces.
- Design scalable interaction patterns and contribute reusable components to the design system, improving consistency across products.
- Partner with Product Managers, Engineers, and business stakeholders throughout discovery, implementation, and post-launch iteration.
- Run usability testing and synthesize customer feedback and product insights into prioritized design revisions.
- Present work in design critiques and incorporate cross-functional feedback into shipped product decisions.
- Apply AI-assisted workflows using Figma Make, Claude, ChatGPT, and Windsurf to rapidly prototype concepts and explore alternative solutions.

UX Interaction Designer (Contract) | Cox Automotive

Remote | June 2022 – November 2022

- Designed enterprise workflows for automotive industry platforms, improving clarity across complex multi-step user journeys.
- Built interactive prototypes that validated product concepts and guided engineering implementation.
- Conducted user research and synthesized insights into actionable product improvements.
- Partnered with Product Managers and Engineers to resolve ambiguous product challenges.

Junior UX Designer (Contract) | Kimberly-Clark Professional

Remote | October 2021 – March 2022

- Designed responsive user experiences for consumer-facing products.
- Contributed reusable design system components and UI patterns.
- Conducted usability testing and incorporated research findings into iterative product improvements.

SELECTED PROJECT

Dexly — Skill Barter & Gig Marketplace | Self-Directed Product Concept

End-to-End Product Designer | 2026

- Designed a multi-sided consumer marketplace end to end, covering onboarding, discovery, messaging, profiles, and transactions.

- Defined product strategy including a hybrid payment model combining barter, cash, and in-app currency, plus gamified progression systems built to drive retention.
- Conducted competitive analysis and developed user personas across four audience segments to guide feature prioritization.
- Built a scalable component library and high-fidelity interactive prototypes to test flows and refine usability.

CORE SKILLS

Product Design: End-to-End Product Design, Interaction Design, UX Design, UI Design, User Flows, Information Architecture, Prototyping, Enterprise Software, Consumer Product Design

Systems & Complexity: Design Systems, Component Libraries, Multi-User Workflows, Role-Based and Permissioned Experiences, Complex Workflow Design, Responsive Design

Research & Validation: Usability Testing, User Research, Competitive Analysis, Personas, Design Critique, Accessibility

Collaboration: Cross-Functional Collaboration, Stakeholder Communication, Product Strategy, Engineering Handoff, Design Reviews

Tools: Figma, FigJam, Figma Make, Claude, ChatGPT, Windsurf

EDUCATION

UX/UI Design Certificate | Thinkful