

Nickolas Saba

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(408) 981-4808

WORK

UX Designer | Hologic, Inc.

Sep 2019 – Present

Developed a design system to be applied across all Hologic products, and recreated user flows for multiple apps in departments on both coasts. Created and pitched a suite of animations to add an attention to detail that beyond the competition. Solved user issues in Agile workplace and implemented designs in Figma and prototypes in Javascript.

UX Designer Intern | VidPT

Sep 2018 – Mar 2019

Collaborated with a team of three to design, prototype, and develop a React Native app to motivate and educate athletes undergoing physical therapy.

Software Eng. Intern | Cradlepoint, Inc.

Jun 2018 – Sep 2018

Designed, documented, and created a working prototype of an app to categorize hundreds of products and features for the sales team. Fixed bugs in Java.

Software Dev. Intern | Apples & Oranges Arts

Sep 2017 – Dec 2017

Designed and developed an app that analyzed play scripts, found keywords, categorized it into genre and mood, and found influencers with audiences that would have the best chance to enjoy the content.

EDUCATION

University of California, Irvine

Bachelor of Science in Informatics | Mar 2019

Specialization in Human-Computer Interaction

Major GPA: 3.72 | Software Design, User Interaction

Software, Human-Computer Interaction

SKILLS

Design

Skills

Designing holistic user experiences, researching and developing intuitive and accessible user interfaces, creating graphics, animations, and logos

Applications

Figma, Justinmind, Moqups, and Marvel, Inkscape and Illustrator, Photoshop and GIMP

Code

Languages

HTML, CSS, and Javascript, Python, C++ and Java

Frameworks & Libraries

JQuery, React and Ionic, Bootstrap

Collaborate

Project Management

Leading, motivating, and collaborating with a team, public speaking, teaching new skills

Workflow

Jira, Confluence, and the Microsoft Office suite, Github, Datadog and Tableau

PROJECTS

GoldHog

Designed an app to help users create budgets and stick to them, estimate future expenses, and plan their future. Developing in Ionic.

Websites

Developed numerous websites for portfolios, projects, and side jobs, continuously honing my skills. See more on my online portfolio.

Dodgeball Z

Lead a team of four to develop a video game from scratch in ten weeks.

Personally designed game, story, sprites, animations, and music.