

Nickolas Saba

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(408) 981-4808

A Bay Area UX designer with a breadth of experience in the full stack of the design process, from speaking with users to develop the vision, creating the design system and method for plugging design into a team, to making designs for individual interactions and animating them with code.

Experience

Noah Medical

Senior UX Designer

FEB2023 – APR2024

UX Designer

SEP2021 – FEB2023

- The founding designer on multiple surgical robots
- Defined all GUI workflows, screen layouts, and interactions on all interfaces across several iterations
- Crafted a design system to create a unified aesthetic and a simplified development process
- Developed and coordinated user research across more than 40 doctors to discover user priorities and drivers
- Submitted multiple patents for software and hardware innovations
- Redefined the design handoff process to address inconsistencies in implementation

LVIS

UX Designer

JUN2021 – SEP2021

- A founding designer on a complex product for brain wave analysis
- Crafted a design system to create a unified aesthetic and a simplified development process
- Interviewed ~10 doctors and technicians to discover knowledge gaps and better tailor experiences to the audience
- Created product workflows to grow internal understanding and find key complication points
- Set up a streamlined design production process to get new features from concept to implementation

Hologic

UX Designer

SEP2019 – MAY2021

- Designed Figma solutions to UX problems in the flagship product for breast cancer detection in an agile environment
- Acted as lead designer and researcher on a new application from the ground up, allowing physicians to create customized reports for athletes and those undergoing physical rehabilitation
- Designed and documented four interactions being submitted for patents

VidPT

UX Design Intern

SEP2018 – MAR2019

Education

University of California, Irvine

Bachelor of Science in Informatics
specializing in Human-Computer Interaction

West Valley College

Associate of Arts in Liberal Art
with emphasis in Math & Science

Skills

- Ideation, problem solving, presentation, feature prioritization, & design specification
- Prototyping (e.g. Figma, Adobe XD, HTML, CSS, & Javascript)
- Research (e.g. usability testing, user discovery interviews, survey writing, heuristic evaluation, analyzing academic studies & texts)
- Graphics & animations (e.g. Illustrator or Inkscape, Photoshop or GIMP, Sketchup)