Nicholas Breeser

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EXPERIENCE

Rent the Runway
Product Designer (UI/UX)
Summer 2015 – Present
Currently focused on building mobile and retail experiences on Rent the Runway's platform. Redesigned almost every element of the RTR App over the past 3 years, optimizing it for modern phones while adding a broader range of gestures and animations to the interface while shipping business changing features. Reworked many elements of renttherunway. com on mobile devices to bring it more in line with the app experience. Work closely with our retail teams to concept and build the future of subscription retail technologies such as self-service iPad scanners. Frequently visit stores for observation and rapidly iterate based on feedback.

The Wall Street Journal
Independent Project Lead, Design Technologist Intern
Summer 2014
Designed and developed LightBoard, a dynamic info platform that presents live twitter performance data for the WSJ editors on a three story tall LED board as well as on a companion iOS application. The board gamifies the data by presenting tweets on a leader board with daily, weekly, monthly, and annual high scores based on favorites and retweets. Other projects included prototyping "WSJ scholar", an app targeted at presenting business students with helpful articles related to their courses as well as WSJ Highlighter which summarized articles into BuzzFeed style points by analyzing highlight density on articles.

"To Due" for iOS and Mac
Personal Project
Summer 2013 – Present
Task management application that uses iCloud to sync lists of tasks from iOS to OS X. It is focused on delivering a simplified and fast experience and is entirely designed and written from scratch using Sketch and Xcode. To Due currently holds a five-star overall rating in the iOS App Store and reached the top 50 paid apps in the Mac app store at launch.

Device Factory
Product Designer, iOS Developer
Fall 2014 – Present
Ongoing end to end design and development of a mobile application that allows users to pair a Bluetooth accelerometer with their iPhone to stream live acceleration data. UX provides a Swiss Army knife experience, offering fully customizable controls and data output options. Design includes data visualization, wireless communication setup, and technical support. The project is open source and can be found on GitHub.

EDUCATION

The Cooper Union
Bachelor of Mechanical Engineering
Major GPA: 4.0/4.0
Overall GPA: 3.5/4.0
Date of Graduation: May 2016
Full Tuition Scholarship

LEADERSHIP

University Innovation Fellow
Trained in design thinking at Google
Studied creativity at Stanford's d.school

Engineering Student Council
President of Engineering School
Student Activities Banker

SKILLS

Design
Sketch
Invision Studio
Zeplin
Flinto
Principle
Photoshop
After Effects
InDesign
Final Cut Pro X
AutoCAD
SolidWorks

Engineering
HTML
CSS
JavaScript
React
PHP
Objective-C
Swift
Xcode
Git