

Nick Hintze

Lead Product Designer of 10+ years. I'm a tinkerer—I chase wild ideas until they become real. I question traditional design and push organizations to see “delight” as a powerful tool, not just an after-thought.

Lead UX Designer

Vivint 2023 – Present Remote

Designed the "HomeView" experience for millions of users, integrating smart energy, security, and automation into a cohesive ecosystem

Created interaction patterns supporting multi-user control, behavior-based triggers, and contextual automations

Mentored a team of designers while helping guide UX vision for a Fortune 500 brand repositioning

Defined UX strategy for scalable, future-facing features that align with evolving smart home behaviors

Biteable

Product Manager 2022 – 2023 Remote

Aligned product vision with leadership during a market pivot, delivering a new browser-based video editor, alongside other tools that improved user experience and video creation efficiency

Senior Product Designer 2021 – 2022 Remote

Redesigned the video editor, onboarding, and dashboard to simplify workflows and improve retention, creating a seamless experience for business users & individuals

Conceived, designed, and tested an “auto-brand” feature to auto-style video content based on customers’ brand guidelines, improving video creation time by more than 120%

Senior UX Designer

Entrata 2018 – 2021 Salt Lake City, UT

Designed budgeting, construction, and maintenance tools for property management, streamlining workflows for a platform processing over \$1 billion in transactions monthly

Designed and tested a new information architecture for the property maintenance mobile app, improving navigation speed by 75%

Game Designer

Game Afternoon 2016 – Present Sarasota, FL

Designed and published multiple tabletop games, selling over a thousand units to 4 & 5 star reviews on multiple platforms

Designed and prototyped multiple digital games, including word games, logic puzzles, 2D platformers, and brainy adventure games

Contact

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Portfolio

www.uxnick.com

Skills

Product design
Design systems
User interface design
User flows
Journey mapping
Interaction design
Wireframing
Prototyping
User testing & research
Information architecture
HTML, CSS, JavaScript
Motion design
Graphic design
Illustration
Game design
Package design

Design Tools

Figma, Sketch, Invision, Zeplin, Adobe XD, Photoshop, Illustrator, InDesign, AfterEffects, Rive, Procreate

Other Tools

Notion, Jira, GitHub, Miro, Netlify, Godot, Unity, Unreal Engine

Education

BFA, Interactive Design & Game Development

Savannah College of Art & Design

Completed 3 years