

Nathan Barnhart

UX Designer

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Experience

Product Designer (MHCI Capstone Project)

NASA Ames Research Center

Jan 2020 - Aug 2020
Moffett Field, CA

- Designed tools to assist astronauts troubleshoot unanticipated spacecraft anomalies when mission distance creates significant communication delays with Earth.
- Discovered crew needs through generative research, including contextual inquiry, interviews, and scenario speed-dating sessions.
- Developed prototypes through sketches and Figma, used to conduct usability tests with astronauts and other subject matter experts.
- Presented findings to various audiences, including SMEs at Johnson Space Center.

Architectural Designer

Bohlin Cywinski Jackson

Sep 2016 - Aug 2019
Pittsburgh, PA

- Created data-rich BIM models and resulting design documentation for deadline-sensitive delivery to clients and contractors.
- Produced VR experiences using Revit + Unity for the purpose of design evaluation and stakeholder presentations.
- Demonstrated relevance of VR to architectural design, encouraging further implementation of immersive technologies in design workflow.

Competition Architect

Boltshauser Architekten

Jun 2012 - Oct 2012
Zürich, Switzerland

- Managed team responsible for producing winning entry to the Zoo Basel Ozeanum architectural competition.
- Researched specialized domain of aquarium construction through site visits, consultant meetings, and secondary research.
- Contributed to team's domain understanding to produce pragmatic solutions, incorporating disciplines of aquarium design and architectural design.

Architectural Intern

Herzog & de Meuron

Oct 2005 - Aug 2007
Basel, Switzerland

- Developed a systematic approach to creation of conceptual models for the Parrish Art Museum project.
- Produced models to review design decisions with office leadership and clients, resulting in numerous artifacts specific to various project needs.

Education

Carnegie Mellon University

Master of

Human-Computer Interaction

Aug 2019 - Aug 2020
Pittsburgh, PA

ETH Zürich

Master of Science in Architecture

Sep 2007 - Feb 2013
Zürich, Switzerland

Cornell University

Bachelor of Science in

Urban & Regional Studies

Aug 2001 - May 2005
Ithaca, NY

Skills

User Research Methods,
User-Centered Design,
Spatial Design, Visual Design,
Interaction Design, UI Design,
Wireframing, VR Prototyping

Photoshop, InDesign, Illustrator,
Figma, paper prototyping

Unity, Revit, SketchUp, Blender,
AutoCAD, ArchiCAD

Physical prototyping:
foamcore, styrofoam, wood, etc.

HTML, CSS, Javascript, Python

German
