

Nicholas Pausback

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EXPERIENCE

Local Vertical Usability & Design, Austin, Texas

Usability and Design Consultant, 2005—Present

Freelance consultant to small business start-ups, Fortune 500 corporations, and everything in between.

Services include:

- High-level heuristic analyses
- On-site usability testing and reporting
- Detailed application design/redesign. Design options range from simple paper prototypes to wireframes/storyboards to fully interactive Flash/DHTML testbeds.

Cisco Systems (formerly NetSolve, Inc.), Austin, Texas

Senior Usability Engineer, 2003—2005

Sole interface designer for all Cisco/NetSolve remote network management tools as well as the customer portal.

Duties included:

- Creating task analyses
- Performing user surveys
- Designing and building interactive storyboards and prototypes
- Testing and documenting the prototypes with expert users
- Directing and implementing the UI within the Development group. This included basic HTML/XML coding within the dev framework.

BroadJump, Inc./Motive, Austin, Texas

User Experience Manager, 2000—2003

Responsible for all aspects of the user experience for BroadJump's line of broadband installation and support tools.

Duties included:

- Product design concepting
- Rapid prototyping with HTML, Flash, and static storyboards
- Customer consultation and evaluation
- Implementing the product UI within the Development group. This last duty included working in the full development environment (MS Visual Studio) as well as source control management (CVS).
- Designed and managed a \$100,000 usability lab used to test prototypes and final products.

Murder of Crows, Austin, Texas

Designer/writer/3D artist, 1998—2000

Designed the interface and look-and-feel of an original game title, *Shadowpact*.

Responsibilities included:

- Designing the overall interface and gameflow functionality
- Writing a portion of the game design
- Creating original 2D graphics and interface artwork
- Designing and building the 3D gameworld
- Writing part of the game fiction
- Prototyping the entire game interface in SuperCard, a Macintosh authoring system

Human Code, Inc., Austin, Texas

Multimedia Producer/Designer, 1995—1998

Directed 10-20 person teams of artists, programmers, and musicians in creating original multimedia CD ROM titles for a wide variety of clients and markets.

Duties included:

- Interface design and prototyping
- Content creation
- Game testing
- Client management
- Project documentation
- Achieved three completed titles and several extensive prototypes.

Syd Mead Incorporated, Hollywood, California

Concept Designer, 1992—1995

Collaborated with visual futurist Syd Mead (whose film credits include *Blade Runner*, *Tron*, and *Aliens*) in the design and construction of three-dimensional computer models, animations, and multimedia presentations for clients. Created and prototyped several original game designs for international game companies, such as Sega Japan and Bandai. Prototypes included a back-story intro, a functional interface, and sample game scripts.

Art Center School of Design, Pasadena, California

Instructor, 1995

Taught a junior/senior-level class on desktop 3D modeling and animation. Course included graphics, cinematography, and lighting.

Travel

1991—1992

Journeyed westward around the world for a year. Stops included Australia, Malaysia, China, India, Eastern and Western Europe.

NASA/Johnson Engineering, Johnson Space Center, Houston, Texas

Industrial Designer/Habitability Engineer, 1987—1991

Did conceptual design and testing for the interior outfitting of the habitation module of the U.S. Space Station *Freedom* (since renamed).

Primary duties included:

- Determining subsystem hardware requirements
- Designing concepts
- Directing fabrication of concepts for installation in the full-size space station mock-up facility
- Testing the concepts on the ground and on the KC-135 “zero gravity” plane
- Presenting the concepts to prime contractors, NASA engineers, and astronauts

EDUCATION

Illinois Institute of Technology, Chicago, Illinois

Bachelor of Science, Product Design, 1985

Technical writing minor. Thesis: *The Looking Glass System—A portable video studio for children*