

# Nour Malaeb

## Design Technologist

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### EXPERIENCE

#### Senior Product Designer @ Cloverly

Atlanta, GA (Remote) • June 2022 – Present

Complete ownership over design at Cloverly. Set up a design system with components and tokens. Launched a new product vertical to expand the business. Created prototypes in Retool that were sold to prospective customers as upcoming roadmap features.

#### Design Technologist [Freelance]

Brooklyn, NY • October 2021 – June 2022

Research, branding, design, and web development for a variety of clients. Projects include exploring digital solutions for cancer patients for a pharma client, redesigning a platform for managing open innovation challenges, and product and web design for a new kind of therapeutic device.

#### Founding Partner & Principal Design Technologist @ Superliminal

Brooklyn, NY • March 2020 – July 2021

Part of a small and nimble team of generalists designing brands, products, and websites for mostly early-stage startups. In addition to participating in research, brand, and product design, I developed production websites with React, HTML, CSS, and various APIs.

#### Director of Design @ Redesign Health

New York, NY • March 2019 – March 2020

Early-stage research, prototyping, and design for five new ventures to explore desirability, viability, and product-market fit. Product design for three existing ventures.

#### Product Designer [Freelance]

Brooklyn, NY • June 2018 – March 2019

Projects include designing a platform for online debate, as well as IA and marketing site for a tech accelerator.

#### Industrial & Interaction Designer [Freelance]

Beirut, Lebanon • October 2014 – August 2016

Executed a variety of projects for clients in Beirut, Dubai, Sierra Leone, and the US. Projects included rebranding a boutique hotel, creating an app for Lebanon's auto insurance market, designing hardware for an interactive mirror for consumer retail, and prototyping a photo booth for events.

#### Senior Industrial and UX Designer, PM @ RKS Design

Los Angeles, CA • July 2009 – October 2014

Built up the UX capability at RKS, and led all UX projects from 2012 to 2014. Worked on UX design and industrial design projects from ideation, through visual design, prototyping, and finalization for manufacturing/development. Managed several client projects, from start-ups to Fortune Global 500 companies.

### ABOUT

Design generalist interested in making better things, and making things better. Currently looking for opportunities for full-time employment, freelance, or collaboration.

### OTHER WORK

#### Consensys Devcon 2018

Prague, Czech Republic • October 2018

Collaborated on the design, build, and execution of an immersive game played at Devcon 2018.

#### Ethereal Summit 2018 Arts Grant

Queens, NY • May 2018

Awarded a grant as part of the art collective Vapor Ants to create an installation for Ethereal Summit 2018, a blockchain conference focused on art and culture.

### HONORS & AWARDS

#### Winner, Fast Company Innovation by Design Awards 2018 — Students Category

Awarded in 2018 for Relay, my MFA thesis project. In collaboration with Chancey Fleet, my thesis advisor.

### EDUCATION

#### MFA Interaction Design @ School of Visual Arts

New York, NY • September 2016 – May 2018

Design program focused on interacting through making. Completed a thesis project designing assistive robot furniture for disabled people, which was featured in Fast Company. Worked part-time in the school's prototyping facility, the Visible Futures Lab, assisting students in exploring ways to apply technology and interaction design principles to their projects.

#### BFA Industrial Design @ Savannah College of Art and Design

Savannah, GA • September 2005 – May 2009

Worked on projects sponsored by JCB, US National Park Service, and V-Tech. Participated in the local IDSA student chapter as Treasurer. Selected as a speaker at the SCAD Global Warming Teach-in.