

# Nick Arvanitas

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## Experience

<b>UX Designer / UX Engineer</b> <i>Highwire (acquired by Veriforce, 2025)</i>	Aug 2023 – Present
	Boise, ID
<ul style="list-style-type: none"><li>Shipped 10+ features by working directly with CEO, PMs, and engineering to design end-to-end flows serving 50+ enterprise clients (Google, Intel, Netflix) and 10,000+ active contractors</li><li>Built accessible, themeable component libraries supporting 3 Angular apps; documented in Storybook and Figma to align design and engineering on 1:1 handoffs</li><li>Mentored developers on front-end best practices, conducted code reviews, and wrote Confluence documentation to maintain a high standard of development</li></ul>	
<b>UX Designer / Front End Developer</b> <i>Freelance, Self-Employed</i>	Nov 2022 – Aug 2023
<ul style="list-style-type: none"><li>Developed Angular application for healthcare client using TypeScript</li><li>Built 2 custom Shopify themes using HTML, CSS, and JavaScript</li></ul>	Bangkok, Thailand - Remote
<b>UX Designer</b> <i>Create Room</i>	Oct 2020 – Nov 2022
<ul style="list-style-type: none"><li>Led e-commerce site refactor, improving conversion by 23% and reducing page load time from 4.2s to 1.8s</li><li>Launched 6+ sales campaigns annually while running A/B tests and speed optimizations</li><li>Established single source of truth for design system in Figma, reducing design-to-dev inconsistencies</li><li>Conducted UX research (usability testing, heat maps, surveys, analytics) to identify and fix conversion bottlenecks</li></ul>	Lehi, UT
<b>UX/UI Designer</b> <i>Missionary Training Center</i>	Jan 2019 – Sep 2020
<ul style="list-style-type: none"><li>Designed mockups and prototypes for international internal tooling application</li><li>Conducted user testing and maintained design system documentation</li></ul>	Provo, UT

## Skills

**Front-End Development:** TypeScript, JavaScript, HTML, CSS

**Frameworks & Libraries:** Angular, React, NextJS, RxJS, Tailwind, MUI, PrimeNG

**Design Systems & Prototyping:** Storybook, Figma, Material Design, Adobe CC

**Tools & Practices:** Git, Chrome DevTools, JIRA, Agile/Scrum, WCAG accessibility testing

## Projects

<b>Scalable Design System</b>   <i>Highwire</i>	2025
<ul style="list-style-type: none"><li>Consolidated scattered components from multiple folders, removed duplicates, and centralized architecture across the application</li><li>Created new components from scratch, mentored team on CSS implementation, and integrated AgCharts with custom component wrappers</li><li>Built separate component library for marketing site, achieving 100% Lighthouse performance score</li></ul>	
<b>CSS Architecture Overhaul</b>   <i>Highwire</i>	2024
<ul style="list-style-type: none"><li>Removed 5k lines of global CSS, eliminated inline styles, and migrated to tailwind across 1000 of 1200 components (80% of codebase)</li><li>Restructured CSS layers to adopt Tailwind as a token library and centralized theming through PrimeNG</li></ul>	

## Education

<b>Utah Valley University</b> <i>Bachelor of Science in Web Design &amp; Development - UX / UI Emphasis</i>	Orem, UT
	2015 – 2020