

Nathaniel Upchurch

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EDUCATION

Western Kentucky University Bowling Green, KY *Bachelor of Fine Arts, User Experience Design*

Expected Graduation – May 2027

Southcentral Kentucky Community and Technical College Bowling Green, KY *Associates of Arts*

August 2022 – May 2024

RELEVANT COURSEWORK

- User Interface Design • Intro to Developing
- Future Design • UX Advanced Studio 1
- UX Strategy and Content Creation • Advertising in a Digital World

SKILLS

- **Technical Skills:** Proficient experience in Figma, as well as all of the Adobe Suite, Maya3D, HTML/CCS, oil painting, sketching, sculpting, and photography.
- **Analytical Skills:** Conducted user research and UX testing throughout multiple projects and groups of people.
- **Critical Skills:** Communication, collaboration, research, problem solving, leadership.

RELEVANT EXPERIENCE

The Talisman Magazine Bowling Green, KY *Magazine Photographer* December 2024 – Present

- Plan story concepts with full magazine staff.
- Contact and build a professional relationship with people and businesses to photograph.
- Adapt to changing direction of stories and problem solving when ideas don't go as planned.
- Work in a face paced environment with important deadlines.
- Support others with photos if behind as well as communicating with writers and editors to schedule and plan magazine contents.
- Worked on issue that would go on to win a Pacemaker award at MediaFest25

ADDITIONAL EXPERIENCE

Blaze Pizza Bowling Green, KY *Employee Trainer* March 2025 – Present

- Joined as general employee and worked my way up to employee trainer within 4 months,
- Lead closing tasks during the week and weekend as well as being in charge of closing tasks being completed.
- Train employees on proper food proportions as well as procedures during the day and during closing.
- Manage a group of employees on a line cook station during rushes.
- Problem solve and communicate with customers when order problems arise.

PROJECT EXPERIENCE

Intro to UX Project *EMBr Betting & Streaming App* Fall 2024

- Worked in a group of 4 with peers to build an app for a semester long project.
- Designed logos, made color schemes, created wireframes and high fidelity prototypes.
- Conducted UX testing and user research to find streaming and betting preferences.

HONORS AND AWARDS

Pacemaker Award *MediaFest25* October 2025