

NICHOLAS DAVIO

User-centric experience designer, leader, and problem solver

CONTACT

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CURRENT ROLE

FORD MOTOR COMPANY: DEARBORN, MI

UX Manager – Mobile Apps and Connectivity

October 2017 ~ June 2023

User Experience Design Manager for omnichannel connected vehicle features. Responsible for directing overall strategic experience design for complex features through synthesizing technical requirements and ensuring that customer, customer voice, and human element is also present in the design.

- Directed and design overall experience for over-the-air updates that established a consistent experience for all vehicles capable of updates.
- Designed current, in-market, Phone as a Key experience and leading next-generation experience design for Digital Keys that incorporates multiple teams and technologies.
- Leading the reimagination of utilizing the mobile app and in-vehicle experience of maintaining and servicing your vehicle.
- Responsible for developing new and current vehicle feature development strategies with cross-functional teams such as interior design, electrical engineering, ergonomics, and suppliers for the Ford brand.
- Created natural customer journeys in a natural and friendly way to drive holistic engagement through white boarding, card sorting, and user journeys

OTHER EXPERIENCE

FORD MOTOR COMPANY: DEARBORN, MI

HMI Interactive Designer

June 2013 ~ October 2017

As part of the HMI team, I specialized in learning, understanding, researching, and designing for the importance of the digital world in a vehicle.

- Created driver-centric interaction models and designs while pushing the level of technology in vehicles.
- Maintaining a high level of interest and understanding of current and future technologies has been imperative to developing the connected car.
- Developed designs for mobile applications, in-vehicle navigation, user profiles, and furthering the connected car experience to better enhance vehicle interaction.
- New vehicle feature development with cross-functional teams such as interior design, electrical engineering, ergonomics, and suppliers for the Ford brand.

GENERAL MOTORS: DETROIT, MI

Mobility User Interaction Designer

General Motors Inc., Detroit, Mi *September 2012 ~ June 2013*

- Experience and UI designer for mobile and web user interaction design for GM Mobility Group in IT.
- Specializing in owner and enterprise service applications on iOS, Android, web, and other devices.
- Completed the design process from requirement gathering to finish design and asset hand-off (including graphic support for the developmental team).

FORD MOTOR COMPANY: DEARBORN, MI

HMI Interactive Designer (Contract)

October 2011 ~ September 2012

- Created high-level concepts for the forthcoming in-car center stack and cluster displays.
- Researched and implemented Human Interface Guidelines into applications for driver-centric experiences.
- Integrated designs into web and system-based application models across Windows and iOS-based platforms for usability studies.
- Worked with suppliers to deliver/implement new and updated designs.

VECTORFORM: ROYAL OAK, MI

Interactive Designer

Vectorform, Royal Oak, MI

December 2009 ~ October 2011

- Created information architecture wireframes for application organization and navigation
- Research and implement Human Interface Guidelines into applications on multiple platforms and environments
- Integrate designs into web and system-based applications across Windows, iOS, and Android-based platforms
- Knowledge of design standards across multiple platforms and ability to adapt quickly to those standards.
- Lead meetings with clients and co-workers for scheduling and scope purposes.
- Maintain a high understanding of present and forthcoming technology

EDUCATION

Bachelor of Fine Arts - Graphic and Digital Design

Lawrence Technological University, Troy, MI

Graduated December 2009

Master of Business Administration

Walsh College, Troy, MI

Graduated September 2022

SKILLS

Design Related Tools

Adobe Suite

Sketch

Figma

Axure

Visio

Omnigraffle

Ideating Tools

Whiteboarding

Storyboards

User research

Card sorting

Prototyping

People Leading Tools

1:1 meetings

Tandem design teams

Team design reviews

Career progressing conversations

ACCOMPLISHMENTS

PaaK User Experience

Worked with cross-functional team to develop the overall user experience for 1st generation of Phone as a Key that is currently in the market.

Continuing Education

After graduating and taking time off, continuing my education with obtaining an MBA has been fulfilling.

Team Building

Starting a team from scratch that has helped deliver complex vehicle and mobile-based solutions. Team grew to budgeted capacity of 8 people which helped promote or direct hire 6 people through the course of 6 years