

NATHAN HENRY

CREATIVE TECHNOLOGIST



(718) 594-6046



nathan.henry@nathanhenry.design



LinkedIn

A product design leader with a track record of building high-impact digital tools at the intersection of UX, data, and systems design.

My roots are in game and interaction design, where I developed a sharp eye for engagement and usability. I later founded and ran a design consultancy before leading large-scale teams and platform efforts at College Board and Penn Foster, blending hands-on technical work with executive leadership.

Today, I remain deeply involved in the craft—working directly with AI-enhanced design systems, UX architecture, and early-stage product development. Whether building internal tools, guiding cross-functional teams, or designing for scale, my goal is to create intelligent, elegant systems that serve real human needs.

CAREER EXPERIENCE

VP, Design

CREDLENS | 03/25 - PRESENT

- Directing product design for a data insights platform connecting credential outcomes to real-world employment and earnings trends.
- Designed and implemented a flexible design system using MUI + Tailwind, enabling scalable, brand-consistent experiences.
- Led UX architecture for segmented data visualizations, enabling demographic, geographic, and temporal comparison of outcomes.
- Integrated LLM-assisted tools to streamline content workflows, prototype generation, and component documentation.
- Structured cross-functional collaboration flows, aligning product, engineering, and data science on iterative feature delivery.

Head of Design Systems

PENN FOSTER | 07/21 - 01/25

- Engineered and deployed a comprehensive design system and React component library, aligning Design + Engineering, and enabling the launch of our Learner Center student dashboard.
- Strengthened team dynamics by integrating a 'scrum' process, syncing with engineering sprints, enhancing cross-functional training, and establishing a transparent reporting system for optimal alignment with organizational goals.
- Championed a product design strategy for 2024-2026, spearheading infrastructure modernization and integrating a career-centric adaptive learning strategy.
- Formulated an advanced skills, assessment, and credentialing model, scaling content delivery for faster alignment between instructional products and market demands.
- Developed a proof-of-concept, Python-based content generation tool, combining LLM technology with robust design systems to create comprehensive structured output.

SKILLS

- **UI/UX Design Leadership**
Specialized in building scalable design systems, component libraries, and pattern languages for product ecosystems.
- **Technical Prototyping**
Proficient in React and Python, with experience integrating design logic directly into functional prototypes.
- **AI Automation**
Experienced with using large language models to drive workflows for design automation, content generation, and ideation support.
- **Product Strategy & Research**
Led cross-functional planning for multi-year roadmaps; skilled in translating insights into actionable product direction.
- **Data Visualization UX**
Designed comparative, segmented data experiences for employment, earnings, and credential outcomes.
- **Cross-Functional Team Building**
Effective collaborator with engineering, data science, and business teams in startup and enterprise settings.

CAREER EXPERIENCE

Sr Director, User Experience Design

THE COLLEGE BOARD | 07/13 - 12/20

- Designed + implemented an enterprise-wide design system, leveraging atomic design principles, which resulted in \$20M cost savings in 18 months.
- Drove the design of a mobile application for SAT preparation, achieving over 8 million downloads and significantly improving student engagement and test preparation outcomes.
- Enhanced web user experience through a global UX architecture, significantly improving key web conversions and user satisfaction metrics.

Lead UX Designer (Consultant)

DISNEY MUSIC GROUP | 01/21 - 07/21

- Revitalized Disney Music Group's UI/UX design framework, extending the design system to support new features in music catalog and payment tools.
- Innovatively applied React and Typescript in prototype development, enhancing the engineering process and ensuring seamless design-to-development transitions.
- Made pivotal contributions to user engagement and system efficiency, enabling the Product team to strategically plan future roadmaps based on user-centric designs.

Game Designer

THIS IS POP | 06/05 - 01/11

- Spearheaded creative game design concepts, producing numerous successful projects for top entertainment clients.
- Directed the art and design for Adult Swim's 'Bible Fight ', achieving over 5 million plays and earning recognition, including a Webby award nomination.
- Consistently delivered high-quality, engaging designs, setting a standard in interactive media and game design within the entertainment industry.