# Nafisat (Jummy) Adelaja

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## SUMMARY

Product Designer and UX Researcher with a background in Human-Computer Interaction and hands-on experience in UX/UI design, prototyping, and working with design systems. Skilled at Figma, prototyping, and designing systems with strong foundations in UX research, usability testing, and accessibility. Experience partnering with product managers and engineers to translate business objectives into intuitive, user-centered experiences.

## EXPERIENCE

### Product Designer (Contract) — Aug. 2024 – Jun. 2025
*Green Mechanics* — *Greenbelt, MD*

- Led a complete website redesign, from research and usability testing through information architecture and final handoff.
- Conducted user interviews and usability studies to inform design decisions and improve accessibility.
- Created a component library and brand design tokens to establish consistency across the product.
- Collaborated with developers to ensure seamless implementation of design assets.

### Graduate Teaching Assistant — Aug. 2024 – Jun. 2025
*University of Maryland, College of Information* — *College Park, MD*

- Supported 60+ students in applying Contextual Inquiry and Contextual Design methods to capstone projects.
- Provided hands-on guidance to 240 students in Dynamic Web Applications, reinforcing front-end development and web design fundamentals.

### Research Intern — May 2023 – Aug. 2024
*University of Maryland, National Center for Smart Growth Research & Education* — *College Park, MD*

- Designed and deployed Qualtrics surveys to collect community data.
- Partnered with local stakeholders to understand digital equity challenges.
- Created survey codebook and macros to streamline data cleaning.
- Built Tableau dashboard to visualize year-one research findings.

### K-12 Educator — Jun. 2022 – Aug. 2024
*Victory Tutors* — *Laurel, MD*

- Developed personalized learning plans through needs assessments.
- Delivered instruction in diverse subjects using varied teaching methods (in-person and online).

### Data Analyst — Dec. 2021 – May 2022
*State Farm Insurance* — *Gaithersburg, MD*

- Fulfilled data requests and performed analysis using Oracle SQL Developer and Excel.
- Built dashboards and conducted trend analysis using Tableau and Power BI.

## PROJECTS

### A Night at Home | HTML, CSS, JavaScript, Twine, Twison

- Designed and developed a branching narrative game exploring fear, perception, and cosmic horror in a domestic setting.
- Optimized state tracking and decision trees for continuity across player paths.
- Prototyped and playtested multiple iterations to refine interaction flow, user engagement, and pacing.

### Broker Breaker | GameMaker, Aseprite

- Collaborated in a 4-person team to design and develop a digital game set in Wall Street.
- Responsible for the implementation of the game's UI systems, including menus, game over screens, point counters, health bars, and attack cooldown indicators.
- Ensured that the UI dynamically responded to player actions and game state changes.
- Conducted iterative playtesting sessions and incorporated feedback to refine UI, balance gameplay, and enhance user experience.

## Education

**University of Maryland** College Park, MD

*Master of Science in Human Computer Interaction* *Aug. 2023 – May 2025*

*Bachelor of Arts in Studio Art, Graphic Design* *Aug. 2017 – May 2021*

*Bachelor of Science in Information Science* *Aug. 2017 – May 2021*

## Skills

**Languages**: HTML, CSS, JavaScript

**User Experience/Research**: UX Design, UI Design, Wireframing, Prototyping, Usability Testing, User Interviews, User Personas, User Journeys, Information Architecture, Inclusive Design

**Software**: FigJam, Principle, Framer, Tableau, Power BI, Balsamiq, Miro, Adobe Creative Suite (Photoshop, Illustrator, InDesign), Microsoft Office