

Nafisat (Jummy) Adelaja

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EXPERIENCE

Product Designer (Contract)

Aug. 2024 – Jun. 2025

Green Mechanics

Greenbelt, MD

- Owned 0-1 website redesign for the client.
- Led research including user interviews and usability testing to identify user pain points in website and information accessibility.
- Insights were used in a redesign of the website and the information architecture.
- Successfully conducted a developer handoff of design assets including component library and brand design tokens.

Graduate Teaching Assistant

Aug. 2024 – Jun. 2025

University of Maryland, College of Information

College Park, MD

- TA for Integrated Capstone for Information Science, supporting two classes of 30 by guiding students in applying Contextual Inquiry, Contextual Design and other related user-centered methods to their projects.
- TA for Dynamic Web Applications, providing hands-on guidance to support 240 students in understanding web application development and web design.

Research Intern

May 2023 – Aug. 2024

University of Maryland, National Center for Smart Growth Research & Education

College Park, MD

- Drafted Qualtrics surveys that were implement for conducting research.
- Collaborated with community members to identify challenges and co-create digital equity solutions.
- Built a survey codebook and macros for data cleaning, improving data integrity.
- Created a Tableau dashboard to visualize findings from the project's inaugural year.

K-12 Educator

Jun. 2022 – Aug. 2024

Victory Tutors

Laurel, MD

- Conducted needs assessments to develop individualized learning plans for each student.
- Supported K-12 students across various subjects, utilizing diverse teaching methods to accommodate different learning styles, both in-person and online.

Data Analyst

Dec. 2021 – May 2022

State Farm Insurance

Gaithersburg, MD

- Utilized Oracle SQL Developer, Microsoft Excel, and other tools to fulfill data requests and perform analyses.
- Created dashboards, and conducted trend analysis using Tableau, and Microsoft Power BI

PROJECTS

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

- Designed and developed a branching narrative game exploring themes of fear, perception, and cosmic horror in a domestic setting.
- Optimized state tracking and decision trees to ensure consistency and continuity across all 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

Bachelor of Science in Information Science

Aug. 2017 – May 2021

SKILLS

Languages: HTML | CSS | JavaScript

User Experience/Research: Affinity Diagrams | User Experience (UX) Design | User Interface (UI) Design | Wireframing | Prototyping | Qualitative/Quantitative Research | User Interviews | User Personas | User Journeys | User Experience (UX) Research | Usability Tests

Software: Balsamiq | Figma | Tableau | Canva | Miro | Adobe Photoshop | Adobe InDesign | Adobe Illustrator | Microsoft Office