

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

- Conducted user interviews and usability testing to identify accessibility barriers and guide design decisions.
- Led a website redesign from research to developer handoff, clarifying service offerings and improving usability.
- Built a reusable component library and brand design tokens to ensure visual and functional consistency.
- Partnered with developers to translate Figma designs into responsive components ready for implementation.

Graduate Teaching Assistant Aug. 2024 – Jun. 2025

University of Maryland, College of Information

College Park, MD

- Mentored 60+ students in applying Contextual Inquiry and Contextual Design methods to apply user-centered frameworks to real-world UX projects to real-world UX projects.
- Delivered lab instruction and one-on-one feedback in Dynamic Web Applications, supporting 240 students in developing responsive, accessible websites.
- Reinforced key concepts in front-end development, usability, and information architecture through in-class exercises and reviews.

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 on digital equity and access.
- Collaborated with local stakeholders to uncover systemic challenges and inform policy recommendations.
- Created survey codebook and macros to streamline data cleaning and improve data reliability.
- Developed a Tableau dashboard visualizing key research findings for year-one reporting.

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

- Designed and developed a branching narrative game exploring fear and perception in a domestic setting.
- Optimized state tracking and decision trees to ensure 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 satirical Wall Street-themed game.
- Designed and implemented responsive UI systems, including menus, status indicators, and cooldown meters, to reflect real-time player actions.
- Conducted iterative playtesting to refine interface clarity, balance gameplay, and enhance overall 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

Design: UX Design, UI Design, Wireframing, Prototyping, Inclusive Design, Interaction Design, Design Systems, Accessibility

Research: Usability Testing, User Interviews, Personas, User Journeys, Affinity Diagrams, Information Architecture, CITI Program Social and Behavioral Research Certification

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