Nathan Haynes-Magyar

Pittsburgh, PA • (734) 255-5635 • njhmagyar@gmail.com • njhmagyar.github.io

Educational technology designer, developer, and entrepreneur with an instinct for creating simple, intuitive, and delightful user experiences that meet learner needs and achieve business goals

Tools: Illustrator, Photoshop, Figma, AfterEffects, Qualtrics, Otter.ai
Design Skills: Prototyping, Wireframing, Personas, Illustration, Logo Design, Brand Development
Development Skills: Python/Django, Ruby/Rails, JavaScript/VueJS, HTML, SCSS
Research Skills: Usability Testing, Protocol Development, Survey Design, Focus Groups, User Interviews
Foreign Languages: Spanish (Advanced), French (Intermediate), Korean (Novice), Italian (Novice)

Experience

Founder, UX Designer, Developer
January 2020 - Present
Twirlmate • Figma, Illustrator, Python/Django, VueJS, HTML, SCSS   *Pittsburgh, PA*

Translated broad concepts for a baton twirling competition management system **into concrete designs**. In October 2024, I piloted the system with 97 users who generated $16,155 in registration fees.

Surveyed 39 baton twirling community members on their win-tracking habits and preferences, then **performed quantitative and qualitative analyses** to inform narrow feature design decisions.

Defined a **flexible, cohesive, and accessible design system** using atomic Figma components and styles.

Identified opportunities to **insert fun and delight** into the user experience. For example, detailed illustrations and a spinning baton loading indicator that appears whenever a user submits a form.

Co-Founder, UX Designer, Developer
January 2021 - Present
Codespec • Figma, Illustrator, Python/Django, VueJS, HTML, SCSS   *Pittsburgh, PA*

Collaborated with an academic researcher to **design a robust, scaffolded programming practice interface** grounded in computer science education research, now being piloted at Carnegie Mellon University.

Crafted **intuitive authoring and analytics tools** for e-books, surveys, quizzes, and practice problems. Iteratively conceptualized help features based on academic research and usability feedback to help learners quickly get unstuck during a practice problem while still maximizing educational outcomes.

Received **$10,000** as the winners of the 2022 University of Michigan Learning Levers Competition.

Lead Software Developer
April 2023 - Present
University of Michigan Center for Academic Innovation • Rails, VueJS, HTML, SCSS   *Ann Arbor, MI*

Leads an interdisciplinary team of designers, developers, and behavioral scientists on Spire, a competency-based learning web application that serves over 3,000 students across 3 schools at the University of Michigan. Recently launched a new feature that helps students map skills gained from courses to desired career paths.

Supervises 4 junior- and senior-level software developers, providing bi-annual performance reviews and professional development guidance to **support, energize and grow software development team skills**.

Writes clean, concise, flexible Ruby on Rails and VueJS code to maintain and expand gameful learning management system features. Architects reusable, performant technical solutions to **meet student needs**.

Senior Software Developer   *May 2021 - March 2023*
University of Michigan Center for Academic Innovation • Rails, VueJS, HTML, SCSS   *Ann Arbor, MI*

Led the VueJS development of Spire's pilot release over the course of 3 months, launching to 800 users.

Engaged in storyboarding exercises with UX designers to incorporate gamification principles such as points and leveling up into Spire. Further collaborated to determine how to visualize progress to learners.

Supported UX researchers by populating usability test environments with realistic data via custom scripts, and signaling when design recommendations had made their way into the app for follow-up testing.

Senior UX Designer   *January 2019 - April 2021*
University of Michigan Center for Academic Innovation • Sketch, InVision, VueJS, HTML, SCSS   *Ann Arbor, MI*

Conducted focus groups with university students and **assembled click-by-click prototypes** for [Michigan Online](#), the University of Michigan's online learning experience catalog. As of October 2024, the platform contains over 300 learning experiences and more than 200,000 people have created accounts.

Iteratively designed the MVP of [Atlas](#)' schedule builder, which over 90% of undergraduate students at the university now use to plan their course schedules; iterations were based on findings from **"guerilla usability testing,"** soliciting design feedback from students on campus as they walked to class.

Prepared and facilitated professional development workshops for the UX Design team and student fellows on topics such as SVG animation, the basics of Vue JS, color theory, and typography.

Partnered with organizational leadership to **set quarterly project objectives and key results**, scoped and organized work into sprints, communicated with stakeholders, and provided demos to potential adopters.

Intermediate UX Designer   *November 2017 - December 2018*
University of Michigan Center for Academic Innovation • Sketch, InVision, VueJS, HTML, SCSS   *Ann Arbor, MI*

Teamed up with learning experience designers to **identify feature gaps** in Coursera and edX, **generate and prioritize ideas** to fill those gaps with LTI (learning tools interoperability) plug-ins, and collect design feedback on prototypes, leading to a suite of tools now used by thousands of learners on Coursera and edX.

Defined the brand identity and UI style guide for Michigan Online, specifying color palette, typography, illustration characteristics, and interface component styles such as form elements, menus, and cards.

Collaborated with a backend developer to translate Michigan Online designs into technical requirements. Personally handled the HTML and Jinja templating, SCSS, and JavaScript development.

Worked closely with a student fellowship coordinator to **create a fun, enriching, inclusive experience for student employees**, including an end-of-summer campus-wide scavenger hunt and team bonding retreat.

Education

Master of Science in Information: Human-Computer Interaction (4.0)
University of Michigan School of Information

Bachelor of Arts in Organizational Studies and Spanish (3.9)
University of Michigan College of Literature, Science & Arts

Bachelor of Fine Arts in Performance Acting (3.9)
University of Michigan School of Music, Theatre & Dance