

Nathan Smith

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SUMMARY

MSIT (UCD) student focused on evidence-based UX. I run structured research → prototype → usability testing cycles and ship measurable improvements. I am currently building Jamble, a session-first mobile app for game nights.

SKILLS

UX: Figma hi-fi

Frontend: React Native (Expo)

Backend: Supabase

Monetization: RevenueCat

EXPERIENCE

Founder & Product Designer

2025 – Present

Jamble

Remote

- ...
- ...
- ...
- ...

Freelance Developer & Engineer

2021 – Present

Self-Employed

Remote

- Created a personal website & blog for hardware and software related projects.
- Created a chore-chart web app as a graduate program project, actively use it in my household.
- Forked the decompilation of Super Smash Bros. Melee to fix certain attack moves and characters.

SELECTED PROJECTS

Chore App (UX Case Study)

2025

- ...
- ...
- ...
- ...

Personal Website & Blog

2024

- Built a personal portfolio site using HTML, CSS, and JavaScript to showcase projects and experience.
- Deployed the site using Vercel with automatic updates via GitHub integration for continuous delivery.
- Designed a responsive, accessible layout with modern UI principles for desktop and mobile devices.
- Maintained the site to reflect updated skills, certifications, and project work.

EDUCATION

M.S. in Information Technology (User-Centered Design)

Aug. 2025 – Dec. 2027

Florida State University

Tallahassee, FL

B.S. in Management Information Systems

Aug. 2023 – May 2025

Florida State University

Tallahassee, FL

CERTIFICATIONS

Microsoft Office Specialist: Excel Associate

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Google UX Design Professional Certificate

In Progress