

# Devin Navas

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Portfolio: devinnavas.com

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## WORK EXPERIENCE

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### Specter Technology Solutions

Feb. 2024 – June 2024

UX Designer/Graphic Designer

Remote

- Utilized Figma to create high-fidelity prototypes for an in-development mobile application, AutoBio Forge, aimed at facilitating autobiography writing using AI technology.
- Conceptualized new visual design ideas for AutoBio Forge, including new UI wireframes and branding.
- Designed and implemented visually appealing graphics and illustrations for the Athos Insurance digital ad campaign, aligning with Athos Insurance's branding guidelines.
- Crafted illustrations aligned with Specter's branding to visually showcase their range of services on their website.

### Scopely

Jun. 2023 – Aug. 2023

Game Design Intern

Remote

- Collaborated remotely within a cross-functional development team to contribute to the creation of an unannounced F2P mobile game
- Designed and implemented an introductory quest line for our game's demo in Unity, and created a design plan document for the game's inventory system, as well as inventory system UI wireframes
- Devised plans for an internal playtest that was used to evaluate potential for our game's live events, and led the creation of a post-survey used to analyze playtest results and player feedback.
- Summarized survey data collected into key playtest findings for distribution within the team

### University of Maryland EVID Lab

Jan. 2022 – May 2023

Game/UX Designer

Remote

- Worked remotely with the Ethics and Values in Design Lab team as the lead visual designer, game developer, and sole programmer for an innovative content moderation simulation video game.
- Defined new information architecture and visual design for the game that closely aligned with the team's desired themes and goals.
- Facilitated the process of creating UI for the game from scratch, using Figma to create concept wireframes, prototypes, and final high-fidelity assets

## EDUCATION

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### University of Maryland

M.S. in Human-Computer Interaction

College Park, MD

### Fordham University

B.S. in Computer Science

Bronx, NY

## SKILLS & TOOLS

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- **Skills:** Interaction Design, Visual Design, Game Design, Prototyping, Human Centered Design, Participatory Design, Accessible Design, User Research, Data Analysis, Graphic Design
- **Tools:** Figma, Sketch, Adobe Creative Suite, Unity, Gamemaker, Jira, Asana, Git, Perforce
- **Programming:** React, Javascript, JSON, HTML, CSS, C++, GML