

# Devin Navas

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Portfolio: devinnavas.com

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## WORK EXPERIENCE

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### Specter Technology Solutions

Feb. 2024 – Present

*UX Designer/Graphic Designer*

*Remote*

- Collaborated with Specter Technology Solutions as a freelance UX designer and graphic designer on multiple projects.
- Contributed to the ground-up UX design of 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.

### 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
- Utilized Microsoft Excel to implement modifications to game items and item data as part of balancing the game's economy.
- 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

May, 2023

*M.S. in Human-Computer Interaction*

*College Park, MD*

### Fordham University

May, 2020

*B.S. in Computer Science*

*Bronx, NY*

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## 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, Customer Service, Graphic Design
- **Tools:** Figma, Adobe Creative Suite, Microsoft Word, Microsoft Excel, Slack, Miro