



NAKYA | HIGGINS

PRODUCT DESIGNER

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Creative and self-driven project planner who cares about creating and delivering innovative design solutions that excite consumers.

Experience

Two Worlds Apart

UX/UI Designer & 3D modeling (November- December 2023)- San Francisco

- Created the script for the game's dialogue.
- Created 3D models of the buildings within the game.
- Conducted sketches of the game mechanics and brand's values.
- Proposed a design solution by creating three strategic touch points to engage with the target audience utilizing the game's narrative.

MedMinds

UX/UI Designer & Researcher (February-May 2023)- San Francisco

- Interviewed HIV healthcare facilities around the Bay area.
- Provided reliable information on the implications of HIV by including accurate statistics and resources that steer away from propaganda.
- Conduct thorough research on the statistics of HIV patients while including a deep study on solutions for at-home HIV self-tests.
- Proposed a design solution by designing two strategic touch points to engage with the target users by utilizing posters, and created a functional product design for the proposed solution.

Health One

UX/UI Designer (February-May 2023)- San Francisco

- Researched the brand and created a competitive analysis based on findings.
- Conducted sketches of a logo that fits the brand's values.
- Proposed a design solution by creating three strategic touch points to engage with the target audience utilizing a chosen logo for the brands' posters, and creating an app that functions for both PC layouts and mobile devices.

Childrens Museum of Denver

UX/UI Designer & Researcher (November- December 2022)- San Francisco

- Created comprehensive research of the brand leading me to create a brand analysis.
- Layed down the foundation for understanding the brand's core values allows me to use insights from researching the brand to craft the website design, and journey map, and convey the target user's behaviors, needs, and goals.

Education

California College of the Arts - San Francisco

Bachelor of Design (August 2021-- May 2025)

- Research, web & Product design

Skills

- UI/UX
- Visual Design
- Wireframes
- Storyboards
- User Flows
- Process Flows
- Usability testing
- Interviewing
- Digital prototyping
- User experience design

Software

Adobe Photoshop

Unreal Engine

Adobe Illustrator

Figma

Blender

Adobe Indesign

Procreate

Premiere Pro

Languages

HTML

p5.js

Java Script