

Nefthali Arizmendi

Chicago, IL | (773) 456-3524 | neftaliarizmendi@gmail.com | [LinkedIn](#) | [Portfolio](#) | [Github](#)

EDUCATION

University of Illinois
Chicago - Chicago, IL

Major:

Computer Science +
Design

Cumulative GPA: 3.5

Graduated: May 2026

COURSEWORK

Program Design I/II

Integrated Design I/II/III

SKILLS

Languages:

- HTML
- Python
- C++
- p5.js

Special:

- InDesign
- Illustrator
- Figma
- Iblis Paint
- Unity
- Prototyping
- Collaborative
- PowerPoint/Slides
- Excel/Sheets

WORK EXPERIENCE

Chicago Park District Intern — Product Designer (Chicago Helpers Initiative)

Fall 2025 – Spring 2026

- Collaborated in a 4-person team to design a kid-focused park experience that reframes Chicago parks as real urban wildlife habitats
- Designed interactive educational signage to encourage observation, learning, and responsible park behavior
- Developed a Park Passport “stamp rubbing” mechanic to motivate self-guided exploration and repeat participation
- Designed a kid-friendly park map to support navigation, discovery, and family-friendly engagement
- Created and refined prototypes using Figma, Adobe Illustrator, and Adobe InDesign

NielsenIQ - Customer Success Design Intern

Summer 2024

- Collaborated with a team of four interns to evaluate NielsenIQ’s data collection/dashboard experience and identify usability improvements
- Conducted interviews to employees to understand workflow pain points and gather feedback on navigation and reporting needs
- Analyzed and organized findings into clear recommendations to improve dashboard organization and ease of use
- Created and delivered a final PowerPoint presentation to NielsenIQ’s leaders summarizing insights, user needs, and proposed improvements

PROJECTS

Forest Defenders Unity VR Project – Game Developer & Designer

Spring 2025

Tools/Languages: Unity, Maya, Illustrator

- Collaborated on a 3-person team to build an immersive VR adventure game focused on environmental education and sustainability
- Designed where players remove invasive species, compost materials to unlock educational facts, and restore ecosystems through interactive tasks
- Created 3D/visual assets and in-game UI elements to support clear learning moments and engaging progression
- Accepted for presentation at HCII International 2026 (Student Design Competition) and selected as a candidate for one of three student design awards (*Gold/Silver/Bronze*)

Link: [VR Forest Defenders VR Project](#)