

Nefthali Arizmendi

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PROFESSIONAL SUMMARY

Computer Science + Design graduate with experience developing physical and digital products through concept development, prototyping, visual design, and cross-functional collaboration. Skilled in translating ideas into product concepts, creating presentation materials, testing prototypes, and refining designs through research and feedback. Bilingual: English/Spanish.

EDUCATION

Bachelors of Computer Science + Design | *University of Illinois Chicago*

May 2026

EXPERIENCE

UX Research & Product Design (Volunteer) | *Chicago Art Department*

Jan 2025 – Present

- **Stakeholder Collaboration:** Worked directly with the library founder to refine physical solutions based on operational needs, feedback, and available resources.
- **Physical Product Design:** Developed a 12-genre pull-tab shelf system and book stamp concept to improve library organization and create a recognizable system for visitors to identify materials from the collection.
- **Prototyping & Testing:** Built and tested physical wooden prototypes with library visitors, refining shelf layout to ensure long-term adaptability.

Interaction & Product Design Intern | *University of Illinois Chicago*

Aug 2025 – May 2026

- **Project Coordination:** Managed project milestones within a 4-person team, aligning research, design, and development tasks to deliver a family activity passport experience by deadline.
- **Expert & Field Interviews:** Conducted qualitative research with Shedd Aquarium, Urban Rivers, and community cleanup organizers to identify local environmental education goals.
- **Experience Design & Testing:** Developed a physical activity system using signage, mascots, and interactive passports; conducted early user testing to identify confusion with the stamp-rubbing mechanic for future iterations.

Customer Success Intern | *NielsenIQ*

May 2024 - Aug 2024

- **Customer Experience Research:** Designed research questionnaires, conducted 5 user interviews, analyzed 50+ survey responses, and looked at market trends to identify usability issues affecting how business users accessed market data.
- **Structured Insights (SCQA):** Synthesized research findings into 3 core themes using the SCQA framework to reduce information overload and improve client engagement on microsites.
- **Design Recommendations:** Translated research findings into wireframes and visual recommendations that were reviewed and approved by stakeholders for future product improvements.

Laboratory Operations Assistant (Work Study) | *Harold Washington College*

Jan 2020 – May 2022

- **Technical Operations Support:** Supported daily laboratory operations by preparing workspaces, organizing materials, and maintaining equipment for students and faculty.
- **Resource & Workflow Organization:** Managed inventory and supply organization while helping maintain efficient, structured lab operations.

PROJECTS

Let's Travel to Cities | [Let's Travel to Cities Case Study](#)

Sep 2025 - Jun 2026

Product Designer & Visual Designer

- **Community Research & Synthesis:** Conducted 1-on-1 interviews and Discord community surveys to map travel pain points, synthesizing feedback into an organized 8-category filter framework (Budget, Food, Safety, etc.).
- **System Logic & Optimization:** Engineered conditional If/Then logic and component variable naming conventions in Figma to deliver personalized recommendations without choice overload.

Forest Defenders Unity VR Project | [VR Forest Defenders Demo](#)

Jan 2025 - May 2025

Immersive Experience Designer & Project Coordinator

- **Recognition & Collaboration:** Selected as a Finalist for the HCI International 2026 Student Design Competition (top 33 global teams in 12 countries); established GitHub workflows and managed milestone sprints in a 3-person team to meet exhibition deadlines.
- **3D Interaction Design:** Combined environmental research with Unity and 3D design tools to create interactive VR experiences to spread awareness of Illinois invasive species.

SKILLS

Design Skills: Product Design, Physical Prototyping, Visual Design, Interaction Design, Presentation Design, User Research

Tools & Software: Figma, Adobe Creative Suite (Illustrator, InDesign) Unity, WordPress, Microsoft Office, Google Workspace

Collaboration: Stakeholder Communication, Cross-Functional Collaboration, Project Coordination, Documentation

Technical: HTML/CSS, C++, Git/GitHub, Unity