



NAKYA | HIGGINS

PRODUCT DESIGNER

317-602-9196

kyacreatez@gmail.com

kyacreates.com

"I'm a creative and self-driven project planner who's passionate about bringing bold ideas to life through design—always aiming to create experiences that genuinely excite and connect with people."

Experience

Two Worlds Apart

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

- Developed the game's dialogue script to enhance narrative engagement.
- Designed and modeled 3D environments, including key in-game buildings.
- Illustrated core gameplay mechanics and visualized the brand's values through detailed sketches.
- Proposed a comprehensive design strategy, incorporating three key touchpoints to effectively connect with the target audience through the game's narrative.

MedMinds

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

- Conducted interviews with HIV healthcare facilities across the Bay Area to gather firsthand insights.
- Delivered accurate, evidence-based information on the realities of HIV, integrating reliable statistics and resources to counter misinformation and stigma.
- Performed in-depth research on HIV prevalence and trends, with a focused exploration of at-home HIV self-testing solutions.
- Proposed a targeted design solution featuring two strategic touchpoints—informational posters and a functional product prototype—aimed at effectively engaging the intended user base.

Music Motion

UX/UI Designer (February-May 2024)- San Francisco

- Developed a hands-free sheet music app using motion capture to enhance usability for performing musicians
- Applied systems thinking to user experience design, mapping out the musician's environment and gesture behaviors
- Conducted gesture research to implement intuitive controls that align with natural hand and head movements

Childrens Museum of Denver

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

- Conducted in-depth brand research to develop a comprehensive brand analysis.
- Established a strong foundation for understanding the brand's core values, using these insights to inform the website design and user journey map.
- Translated research findings into a detailed portrayal of the target audience's behaviors, needs, and goals, ensuring a user-centered design approach.

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
- Systems thinking

Software

Adobe Photoshop

Unreal Engine

Adobe Illustrator

Figma

Blender

Adobe Indesign

Procreate

Premiere Pro

Languages

HTML

p5.js

Java Script