

Devin Williams

UI/UX Designer | Interaction Design, User Research, Prototyping

Devin@DevinWilliams.Design / devinwilliams.design / linkedin.com/in/devin-williams-design
Los Angeles, CA | Graduating June 2027 | Open to full-time and internship roles

EDUCATION

Santa Monica College | B.S. in Interaction Design Expected June 2027
A.S. in Graphic Design, 2024 / Google UX Design Certificate, 2024

SELECTED DESIGN PROJECTS

AIAIAI Audio Companion App Redesign | Product Designer 8-week project

- Traced recurring App Store complaints about AIAIAI's separate headphone and speaker apps to one failure: the app missed paired hardware, blocking firmware updates.
- Designed one dashboard for both product types with Bluetooth discovery at launch, moving from user flows and wireframes to a high-fidelity Figma prototype.
- Tested with 15 participants and merged two tabs testers kept switching between; 14 of 15 preferred the redesign.

Hollywood Go! AR Wayfinding App | UX/UI Designer & Researcher 16-week project

- Designed onboarding, profile, rewards shop, and AR view screens for a 4-person team app that turns the Hollywood Walk of Fame into a location-based game.
- Created the Star Points reward system; owned research and ran 2 of 3 usability testing rounds (8 participants).

Liar's Bar Spectator HUD | UI/UX Designer 8-week project

- Researched 45+ Steam, Discord, and Reddit posts and designed a host-toggleable spectator HUD that keeps eliminated players engaged without breaking game integrity.
- Iterated through 3 feedback rounds with 15 participants; documented the design component by component.

Delta In-Flight Entertainment Redesign | UX/UI Designer 16-week project

- Surveyed 30 travelers on economy-class seatback entertainment and found half wanted to pair their own Bluetooth headphones.
- Ran a competitive analysis of IFE systems, then designed user flows and Figma prototypes that built headphone pairing into the main navigation.

DESIGN EXPERIENCE

B Local LA Member Insights & Storytelling | Project Manager Sep 2026 - Present
Santa Monica College | Client project

- Lead a 4-person team, coordinating client stakeholders and student teams toward a research report and Town Hall presentation.
- Interviewed 3 subject matter experts, including the VP of Communications, and built a member survey and outreach plan to document member needs and stories.

Snap Lens Academy | AR Design Scholar Jun 2026 - Aug 2026
Snap Inc. & Next Shift Learning | Remote

- Selected as 1 of 15 scholars nationwide for a paid AR program mentored by Snap designers and researchers.
- Designed face- and body-tracked AR Lenses in Lens Studio, refining them through critique rounds with my cohort.

SKILLS AND TOOLS

Design	UX/UI and interaction design, design systems, user flows, wireframing, prototyping, game UI/HUD
Research	User interviews, surveys, usability testing, competitive analysis, affinity mapping
Tools	Figma, Adobe Creative Suite, Framer, Miro, Lens Studio, Blender
Front-end	HTML/CSS, JavaScript (basic), responsive layout
AI tools	Claude and ChatGPT for prototyping, front-end coding, and documentation
Platforms	Mobile (iOS), web, AR, PC game UI, installed touchscreens

ADDITIONAL EXPERIENCE

Worldwide Flight Services, LAX | Cargo Agent Aug 2021 - Present

- Prepare air waybills and customs paperwork for 2-3 daily export flights, getting documentation right before fixed departures; train and mentor new agents and serve as acting lead.