

Nathan Haynes-Magyar

Pittsburgh, PA • (734) 255-5635 • njhmagyar@gmail.com • njhmagyar.github.io

I'm a product designer with a full-stack development background and 8+ years of experience creating gamified, learner-centered tools. I turn complex systems into delightful experiences—from mobile-first interfaces to scalable content platforms. I thrive in fast-paced, mission-driven teams that value experimentation and playful polish.

Skills & Tools

UX & Product Design: Figma • Mobile UX • Gamification • A/B Testing • Information Architecture

Tech (Fluent): HTML • CSS • Vue.js • Django • PostgreSQL • REST APIs • Git • WCAG Accessibility

Cross-Functional: Design Systems • Research & Usability Testing • Agile • Mentorship • Product Strategy

Experience

University of Michigan, Center for Academic Innovation

Pittsburgh, PA

Lead Software Developer, previously Senior UX Designer

2017 – Present

- Partners with design and research teams to define product roadmaps, sprint scopes, and success metrics.
- Mentors early-career devs and designers, conducts hiring, and defines internal career pathways.
- Designed & built a modular CMS interface used to manage 300+ courses and serve 200K+ users, balancing editorial UX with backend scalability. Currently using internal qualitative feedback to deliver the next version.
- Developed a personalized progress email system that nudges users toward next steps, increasing progression through the app's core user engagement funnel and driving behavior towards sticky actions.
- Coordinated multiple workstreams and drove the design/development of a feature that advertises 3rd party content, improving stakeholder satisfaction with internal tooling and positioning for rapid experimentation.

Twirlmate

Pittsburgh, PA

Founder, Product & Engineering Lead

2020 – Present

- Built a consumer-facing multi-vendor platform for competitive baton twirling using mobile-first design principles, serving 1,700+ users in its first year.
- Designed intuitive, linear account and event setup flows to drive successful onboarding and task completion.
- Interviewed event organizers, collecting feature requirements and pain points, to create research-informed user experiences that aligned with their mental models of high stakes tasks (e.g., result tabulation).

Codespec

Pittsburgh, PA

Co-Founder, UX & Engineering Lead

2021 – Present

- Designed and built an interactive coding platform with intelligent help features that reduced frustration without inhibiting learning, and scaffolded problem types that boosted learner confidence and engagement.
- Led the design and development of an e-book authoring system with support for text, media, surveys, problems, and timers—empowering educators and researchers to create adaptive learning experiences.

Education

M.S. in Information, Human-Computer Interaction

University of Michigan • Ann Arbor, MI

B.A. in Organizational Studies and Spanish

University of Michigan • Ann Arbor, MI

B.F.A. in Performance Acting

University of Michigan • Ann Arbor, MI