

# Nathan Haynes-Magyar

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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