James Nikitine

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Product Designer

EDUCATION

University of California, San Diego   EXPECTED JUNE 2026

B.S. Cognitive Science, Design and Interaction; 3.9/4.0 GPA

College of the Canyons   2021-2024

A.S. Social and Behavioral Sciences; 3.9/4.0 GPA

COURSEWORK

Information Visualization	Interaction Design	Research Methods
Cognitive Consequences of Technology	Cognitive Ethnography	Cognitive Design Studio
Thinking with Computers	Advanced Interaction Design	Attention, Learning, and Perception

EXPERIENCE

The Room, Product Designer, Contract   2025

Real-time venue-based social app for discovering who's present at bars and public spaces.

- Served as sole product designer, partnering directly with engineers and the founder on a full iOS redesign.
- Rebuilt the app's UX/visual language after an engineer-led v1, improving clarity and usability across all core flows.
- Designed onboarding experiences that carefully balanced fast activation with privacy and safety concerns.
- Produced end-to-end design artifacts including flows, hi-fi UI, interactive prototypes, and a base design system.

FitCheck, Product Designer, Co-Founder   2025

AI-driven fashion app for outfit feedback, rating, and style discovery.

- Co-founded and led product and design for an AI-driven fashion feedback app from concept to final build.
- Collaborated with co-founders to refine the product concept, including ethical and social implications of AI-based appearance evaluation.
- Designed systems for AI feedback tone, scoring, and presentation, balancing accuracy with user expectations.
- Led a strategic pivot toward a more playful, shareable experience after testing revealed demand for social validation over strict critique.
- Designed onboarding and paywall flows tightly coupled to user expectations and monetization strategy.

Spotify Radar, Product Designer, Conceptual   2024

Radar interface that lets users explore what people are listening to around them.

- Designed a high-fidelity mobile prototype reimagining music discovery through spatial context.
- Built the concept using Spotify's design system and interaction patterns to explore platform-native extensions.
- Explored how location-aware discovery could feel playful and engaging while addressing privacy concerns.
- Shared the prototype publicly, prompting discussion around privacy, social visibility, and discovery models.

Los Angeles Fire Department, Administrative Intern, Internship   2023-2024

- Supported administrative and operational workflows within a public safety organization.
- Observed and documented institutional processes to identify inefficiencies.
- Assisted cross-department coordination and internal communications.
- Gained exposure to large-scale, high-stakes organizational systems.

Awaken LA, Lead Designer, Volunteer   2023-PRESENT

- Lead design efforts for community events, producing visual systems across digital and print platforms.

SKILLS

Visual Design, User Research, Product Thinking, Prototyping, Interaction Design, Information Architecture, Wireframing

TOOLS

Figma, Cursor, Claude Code, v0, Paper, Magic Patterns, Rive, Framer, Play, Lottielab, Adobe Photoshop, Tableau

INTERESTS

Architecture and Spatial Design, Music Production, Personal Health Tech, Productivity Cognition, HCI Research, Consumer Tech