

Angelica Altman

Product Designer · Cognitive Systems & Behavioral Interaction

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SUMMARY

Product designer focused on cognitive systems, behavioral interaction, and adaptive user experiences. Interested in how sequencing, feedback loops, and interaction structure influence clarity, decision-making, and user behavior under varying cognitive conditions.

SELECTED WORK

Real-Time Emotional Stabilization System

Product Design · Interaction Systems · Cognitive Load Design

- Designed a multi-stage stabilization flow that adapts interaction complexity based on user emotional intensity
- Created guided breathing, micro-action, and reflection systems to support cognitive regulation during high-stress states
- Structured interaction pacing and progressive disclosure to reduce decision friction under emotional overload
- Prototyped adaptive intervention flows exploring how interface sequencing influences user clarity and stabilization

Pre-Application Stabilization Layer for High-Stress Government Services

Product Design · Service Systems · Cognitive Load Design

- Designed a pre-application stabilization layer for high-stress government intake systems to improve clarity before form interaction
- Introduced orientation, expectation-setting, and progressive disclosure patterns to reduce cognitive overload during eligibility flows
- Re-architected onboarding structure to support comprehension, predictability, and user confidence in vulnerable decision-making contexts
- Explored how sequencing and information pacing influence trust and drop-off in public service systems

From Streaks to Identity: Reframing Learning Motivation Systems

Product Design · Behavioral Design · Interaction Systems

- Redesigned engagement mechanics from streak-based reinforcement toward identity-driven learning systems
- Introduced simulation-based interactions to shift language practice from passive recognition toward contextual decision-making
- Designed capability-based feedback loops emphasizing applied skill growth over time-based consistency metrics
- Explored how reinforcement structures and pacing influence long-term motivation, retention, and learner identity

SKILLS

Systems & Product Design: Interaction Systems · Behavioral Design · Service Design · Information Architecture

Cognitive & Interaction Methods: Cognitive Load Design · Interaction Sequencing · Progressive Disclosure ·

Decision Architecture · User Flow Design

Tools: Figma · Webflow · Adobe Creative Cloud · Procreate

EDUCATION

B.A. in International / Global Studies — University of South Florida

Magna Cum Laude

Focus on systems, global structures, and human-centered analysis