

Angelica Jade Altman

Product Designer

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Product Designer specializing in human-centered digital experiences, adaptive systems, and AI-assisted design workflows. I design end-to-end product concepts that simplify complex experiences, reduce cognitive load, and support confident decision-making through research, interaction design, and systems thinking. Experienced using AI to accelerate exploration, synthesis, and iteration while maintaining thoughtful design judgment.

SKILLS

Product Design · UX Design · Interaction Design · Information Architecture · Service Design · Design Systems · Behavioral Design · Systems Thinking

User Research · User Interviews · Journey Mapping · User Flows · Wireframing · Prototyping · Usability Testing · Rapid Iteration

Figma · Webflow · Adobe Creative Suite · AI-Augmented Design Workflows · AI Collaboration · Prompt Engineering · Procreate

SELECTED PRODUCT DESIGN PROJECTS

End-to-end product concepts exploring adaptive systems, human behavior, and complex decision-making. Focused on interaction design, cognitive load reduction, and human-centered experiences.

State-Aware Workspace System | *Adaptive Systems · Cognitive Load Design*

- Designed an adaptive workspace concept exploring how intelligent systems can respond to changing attention states through contextual adjustments to interface density, notifications, and responsiveness.
- Created end-to-end user flows and high-fidelity Figma prototypes demonstrating transitions across Focus, Idle, and Recovery states.
- Designed original digital sky illustrations in Procreate to reinforce each state's cognitive tone and emotional atmosphere.
- Applied principles from cognitive psychology and Attention Restoration Theory to support intentional transitions between deep work and recovery.

Real-Time Emotional Support Interaction System | *Behavioral Systems · Human-Centered Design*

- Designed a conceptual support system that adapts interface complexity based on user context and cognitive needs.
- Mapped user journeys across emotionally complex scenarios to identify opportunities for reducing decision burden.
- Developed progressive disclosure patterns that preserve user agency while supporting decision-making under stress.
- Created high-fidelity interaction concepts exploring adaptive interfaces for emotionally demanding moments.

Pre-Application Support Layer for High-Friction Government Services | *Service Design · Experience*

Strategy

- Redesigned the onboarding experience for government assistance applications by introducing a guided preparation layer before complex forms.
- Simplified information architecture and user flows through expectation-setting, progressive guidance, and reduced cognitive load.
- Applied service design methods to identify friction points and create a more supportive end-to-end application experience.

Motivation Systems: From Streaks to Identity-Based Learning | *Behavioral Design · Engagement*

Systems

- Reimagined streak-based engagement mechanics into an identity-centered learning experience focused on long-term skill development.
- Designed feedback systems and progression models that encourage intrinsic motivation, confidence, and sustainable learning habits.
- Explored behavioral design strategies that support meaningful engagement without relying on external pressure.

EDUCATION

B.A. in International Studies | University of South Florida · Magna Cum Laude · 2017–2021

PROFESSIONAL EXPERIENCE

Fleming's Prime Steakhouse — Server | July 2024 - Present

- Collaborate with front-of-house and operational teams in a fast-paced environment requiring communication, prioritization, and rapid problem solving.
- Adapt service strategies based on individual guest needs while managing competing priorities with accuracy and attention to detail.
- Build trust quickly through active listening, anticipating needs, and making complex experiences feel effortless.