

Nathan Richards

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Professional Summary

UX designer with a background in philosophy and hands-on experience across health and safety apps, applied research, and product design for real clients. I ground decisions in user research and accessibility standards like WCAG and AODA, and I use AI tools to prototype and validate ideas quickly rather than just describe them. Comfortable taking ambiguous problems through to developer-ready interfaces.

Education

Graduate Certificate – User Experience Design <i>Humber Polytechnic – Toronto, Ontario</i>	09/2025 – 08/2026
Bachelor of Arts – Philosophy <i>University of Guelph – Guelph, Ontario</i>	09/2020 – 12/2024

Employment History

Recreation Supervisor (Seasonal Contract) <i>Friday Harbour Resort Ltd. – Innisfil, Ontario</i>	05/2026 – Present
Recreation & Leisure Attendant (Permanent) <i>Friday Harbour Resort Ltd. – Innisfil, Ontario</i>	12/2024 – 05/2026
Recreation & Leisure Attendant (Seasonal) <i>Friday Harbour Resort Ltd. – Innisfil, Ontario</i>	05/2022 – 08/2024

Internships

Emerging Technology Research Student (VR in Aging Care) <i>Shalom Village – Hamilton, Ontario</i>	05/2026 – 08/2026
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- ★ Facilitated user research with 8 end-users across 3 weekly workshops; onboarded diverse platform users to emerging technology; analyzed qualitative and quantitative data; synthesized findings into actionable recommendations for organizational leadership;
- ★ Managed project administration and coordination: workshop scheduling, materials preparation, data collection, tracking, quality assurance, and user support;
- ★ Synthesized 43 peer-reviewed research studies into implementation framework; created custom evaluation criteria, assessment tools, and user-centered documentation;
- ★ Designed and delivered accessible recruitment materials, consent processes, and written documentation for diverse user populations with varying technical comfort levels efficiently by leveraging AI tools;
- ★ Presented findings and strategic recommendations to organizational leadership for technology investment decision; created materials supporting program goals.

Relevant Academic Projects

QuietCircle: A Digital Safety & Companion App for LGBTQ+ Youth <i>Humber Polytechnic – Toronto, Ontario</i>

- ★ Conducted extensive discovery research (literature review, competitor analysis, user interviews, surveys, etc.) to direct our attention to the right problem.
- ★ Created information architecture documentation, mapped user flows, and created personas and a user journey map to guide the design process.
- ★ Created high-fidelity prototypes for usability testing using AI to shorten design sprints and rapidly iterate
- ★ Applied accessibility standards (WCAG 2.1, AODA), and prioritized trust in every interaction and feature.

Pursuit OCR: Gamifying a Static Race Track

Humber Polytechnic – Toronto, Ontario

- ★ Conducted site visit and user discovery; translated findings into feature prioritization (QR-based registration, dual leaderboards, in-race photography);
- ★ Designed dual user flows (Admin: race setup and management; Player: mobile registration and results) with responsive mobile-first approach, ensured consistency across distinct use cases;
- ★ Led 5 usability testing sessions to isolate pain points and iterate the design flow.
- ★ Created comprehensive design specification: hex color codes, full type scale, component sizing, spacing tokens, and gradient specifications;
- ★ Partnered with a full-stack developer during implementation; troubleshoot design-to-code alignment issues, ensured visual fidelity throughout development.

Skills and Tools

Design Systems & Component Architecture: Component libraries, design tokens, multi-state components, variant systems, responsive patterns.

Accessibility & Inclusive Design: WCAG 2.1 Level AA+ compliance, contrast ratio analysis, semantic HTML awareness, accessible color pairings, inclusive design principles.

UI/Visual Design & Prototyping: High-fidelity mockups, wireframing, interactive prototyping, responsive design, design specification documentation, micro-interactions.

Figma & Design Tools: Advanced Figma expertise (component libraries, variants, design tokens, prototyping, developer handoff); Adobe Creative Suite (intermediate); GitHub (beginner).

User Research & Usability Testing: Conducting user research, facilitating testing sessions, synthesizing feedback, iterating designs based on user insights.

Certifications and Groups

Professional Member

Interaction Design Federation

TCPS 2: CORE 2022

Panel on Research Ethics (Government of Canada)

Issued: October 2025