

Justin Madison

213-296-9902 | j.isaiah.madison@gmail.com | [linkedin.com/in/Justin](https://www.linkedin.com/in/Justin) | [Justin's Portfolio](#)

EDUCATION

University of California Irvine

Irvine, CA

Bachelor of Science in Informatics - Human-Computer Interaction - GPA 3.3

Sep. 2021 – June 2025

EXPERIENCE

Product Design Intern / UX Designer

Sep. 2025 – Dec. 2025

Supernova Academy Inc.

Irvine, CA

- Designed a high-fidelity Figma prototype for an innovative healthcare application that transforms CT scan data into interactive VR/AR environments
- Led the end-to-end design process, including user flows, wireframes, and interactive prototypes for features like split-screen organ comparison and automated measurement tools
- Applied user-centered design principles to ensure accessibility, clarity, and effectiveness in a high-stakes medical context

Peer Tutor

Sep. 2020 – June 2021

Huntington Park High School

Huntington Park, CA

- Facilitated group study sessions and customized learning resources that boosted student performance in AP Math and Science courses.

PROJECTS

Fit Frenzy | *Figma*

Jan. 2024 – March 2024

- Led in developing an interactive prototype for a fitness app with personalized workout plans and muscle group visualizations.
- Led in implementing interactivity, and designing the prototype.

Interactive Landmark Tracking Prototype | *Figma*

March 2024 – June 2024

- Designed a high-fidelity prototype enabling users to discover nearby landmarks with historical context.
- Created multiple wireframes and led interactivity design.

Solo Game Developer | *Roblox Studios*

Sep. 2024 – Present

- Built eighty percent of core game logic for a multiplayer Roblox game with social judgment and arena combat mechanics.
- Implemented persistent player data tracking (kills, wins, coins) using DataStore for progression/replayability.
- Developed all gameplay features, UI, and backend systems in Lua as a solo developer.

TECHNICAL SKILLS

Languages: C++, Java, Python, HTML, SQL, R, Lua Script, JavaScript, HTML/CSS

Concepts: Project in User Interaction Software (Web and Mobile Development), Software Engineering

Developer Tools: Azure, VS Code, Roblox Studio, PyCharm, IntelliJ, Eclipse