

Samantha Scalzini

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EDUCATION

University of Georgia, Morehead Honors College, Athens GA May 2028
Bachelor of Science in Computer Science | Bachelor of Arts in Cognitive Science | New Media Certificate GPA: 4.0
Honors and Awards: Zell Miller Scholarship, Trees for Tuition Scholarship

EXPERIENCE

UX Designer, ArchPal May 2026 – Jul 2026

UGA Writing Intensive Program, Remote

- Redesigned primary chat interface for an AI Writing Assistant, creating a human-centered, companion-like user experience using high-fidelity Figma prototypes.
- Identified a gap between users' mental model of ArchPal as a generic chatbot and its actual capabilities; designed an onboarding flow that guides users to writing modes and assignment-specific tasks.
- Built a scalable, accessible Figma design system utilizing design tokens, component variants, and responsive auto-layouts to support cross-platform implementation.
- Partnered with software engineers and visual designers to translate complex AI requirements into functional frontend implementations.
- Used Claude Code and the Figma MCP server to connect design prototypes with frontend implementation.

Undergraduate Research Assistant Aug 2026 – Present

The Access Lab, Athens GA

- Conduct qualitative research examining how engineering students' career exploration and preparation are represented through TikTok content.
- Develop a hashtag-based sampling strategy to analyze 100+ videos; applied thematic qualitative coding to extract key trends in student career preparation.

Climbing Wall Manager Aug 2025 – Present

UGA Department of Recreational Sports, Athens GA

- Manage day-to-day operations of a university climbing wall, creating staff schedules, organizing monthly meetings, training, and operational procedures for a team of 12 employees.
- Standardized the route-setting process using per-grade quotas to balance difficulty distribution and meet beginner-route targets; led staff review meetings to improve accessibility and difficulty-rating accuracy.

Undergraduate Research Assistant Jan 2026 – May 2026

Socially Responsible Tech Lab, Athens GA

- Synthesized findings from 10+ academic papers on AI literacy, digital literacy, and related frameworks to identify themes and inform the project's conceptual foundation.

PROJECT EXPERIENCE

UX Designer & Data Analyst, Classic City App Jun 2025 – Jul 2025

UX Strategy Class, Remote

- Created a high-fidelity Figma prototype with a 4-person team, applying UI/UX principles to introduce Athens restaurants and attractions to newcomers.
- Conducted 9 usability tests, analyzing task completion time and navigation accuracy to identify recurring issues and propose design solutions that improved user flow.

Lead UX Designer, Optimal Schedule Builder Sep 2024 – Apr 2025

UGA DevDog, Athens GA

- Led a 5-member UI/UX team in designing accessible scheduling interfaces for a student-built platform.
- Partnered with cross-functional engineering leads to align UI component specifications with backend system constraints, ensuring responsive, accessible standards across interfaces.

SKILLS

Design: Figma, Prototyping, FigJam, User Flows, Wireframing, Figma Make, Design Systems

Research: Quantitative Data Analysis, Qualitative Coding, Usability Testing, Interviewing

Technical: Java, Git, HTML, React, JSON, CSS, JavaScript, Xcode, Claude Code, Figma MCP