

Natalie Crawford

natalie_crawford@berkeley.edu | (803) 629-4782 | San Francisco, CA | natmcrawford.com

Professional Summary: Design engineer combining visual storytelling, interaction design, and front-end development to create polished digital products. Experienced translating creative concepts into responsive, production-ready interfaces using React, Next.js, TypeScript, and Framer Motion.

EDUCATION

UC Berkeley School of Information <i>Master of Information Management and Systems</i> Focus on UX Design	Expected May 2028 Berkeley, CA
University of South Carolina <i>Bachelor of Science in Computer Science</i> GPA: 4.0; Summa Cum Laude; Minor in Data Science; Tau Beta Pi; Phi Beta Kappa	May 2025 Columbia, SC
University of Leeds <i>Study Abroad, Computer Science</i>	January–June 2024 Leeds, UK

DESIGN AND DEVELOPMENT PROJECTS

Personal Portfolio Design Engineering <i>natmcrawford.com · Next.js, React, TypeScript, Tailwind CSS, Framer Motion</i>	June 2025–Present
---	-------------------

- Designed and developed a responsive portfolio, establishing a cohesive visual system across typography, color, layout, motion, and reusable components.
- Built custom interactions including an animated postcard carousel, image magnification, expandable project cards, and responsive typography to create an immersive project-browsing experience.
- Prototyped and refined interactions directly in code with Tailwind CSS and Framer Motion, preserving visual quality and usability across desktop and mobile layouts.

LearnLink Design Engineering and Full-Stack Development <i>Senior Design Capstone · React, TypeScript, Node.js, PostgreSQL, Prisma, Socket.IO</i>	August 2024–May 2025
---	----------------------

- Designed and built messaging and group-management experiences for a client-sponsored study platform, owning features from interaction concept through implementation.
- Created 6+ interconnected capabilities—including real-time chat, system messages, unread indicators, profile overlays, chat deletion, and member-management controls—to provide clear feedback during complex social interactions.
- Connected interaction behavior across the React interface, Node.js/Express API, PostgreSQL/Prisma database, and Socket.IO layer, maintaining consistent states throughout real-time workflows.
- Refined product interactions across beta, release candidate, and version 1.0 through behavioral testing and faculty-client feedback.

25Live Redesign Interaction Design Case Study <i>User Research, Usability Testing, Wireframing, Figma Prototyping</i>	August–December 2023
---	----------------------

- Redesigned complex room-scheduling workflows in Figma, translating usability findings into clearer navigation, information architecture, and interaction patterns.
- Created and tested high-fidelity prototypes demonstrating a more streamlined path through room discovery and event scheduling.
- Refined visual hierarchy and interface feedback through usability testing, making dense scheduling information easier to scan and understand.

WORK EXPERIENCE

Product & UX Technology Intern Capgemini <i>Smart Herb Garden · React, Microsoft Azure, Azure DevOps</i>	March 2023–January 2024 Columbia, SC
--	---

- Designed and implemented responsive React interfaces for an IoT smart herb-garden concept, connecting sensor-driven functionality with a clear digital experience.
- Collaborated across UX, software, cloud, and IoT disciplines to balance interaction concepts with technical feasibility.
- Iterated on front-end components through Azure DevOps, incorporating team feedback into responsive interface updates.

Data Science Software Developer Research Assistant University of South Carolina <i>Topic Modeling with Python</i>	February–August 2022 Columbia, SC
---	--------------------------------------

- Developed and tested JavaScript and Python algorithms for topic-modeling research.
- Documented experimental code and testing procedures to support reproducibility and future iteration.
- Collaborated with faculty to translate research questions into technical requirements and iteratively refine analytical solutions.

SKILLS & TECHNOLOGIES

- Design Engineering:** Interaction Design, Visual Design, Motion Design, Designing in Code, Rapid Prototyping, Responsive Design
- Development:** React, Next.js, TypeScript, JavaScript, HTML, CSS, Tailwind CSS, Framer Motion
- Design Tools:** Figma, FigJam
- Additional:** Git, Node.js, Express, PostgreSQL, Prisma, Socket.IO, Azure DevOps