Stefan Navarrete

Product Designer | 0⟶1 Product Builds | Coded Prototypes | Front-End Implementation

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SUMMARY

Product designer who ships code, with a Master of Information (UX Design) and 5 years of design experience across healthcare, SaaS, consumer, and public sector work. I design end to end and build coded prototypes in place of Figma specs: my React prototype for LastingMind 2.0 was the implementation reference for its first public App Store release. I am building Somni solo in React Native, Supabase, and the Claude API, and work daily in Claude Code with project context files and reusable skill libraries. Undergraduate background in architecture and sociology, including co-authored peer-reviewed research on an immersive Unity visualization for community planning.

SKILLS AND TOOLS

Design: 0⟶1 Product Design · Interaction Design · Information Architecture · UX Research and Usability Testing · Design Systems · Accessible Design (WCAG 2.1 AA) · Workshop Facilitation · Figma · Framer · Miro · Adobe Creative Suite

Build: HTML / CSS / SASS · JavaScript · TypeScript · React · React Native / Expo · Tailwind · Supabase · Git · WordPress · Linear

AI: Claude Code · Claude API · Cursor · Windsurf · Lovable · Prompt Libraries · Evaluation Frameworks · Agent Skills

EXPERIENCE

Senior Product Designer Jan 2026 – May 2026

Scope Labs · Remote · 25-person agency building 0⟶1 products for early-stage startups

- Partnered with founders and engineering across concurrent client builds, from discovery through high-fidelity prototypes and front-end code. Used Claude Code, Cursor, and Lovable to put working prototypes in front of clients instead of static mockups.
- **LastingMind:** Designed 2.0 of an AI legacy-storytelling app end to end in four weeks, setting design timelines and leading founder reviews. Built a coded React 19 / TypeScript / Tailwind prototype in place of a Figma spec; engineering built the production iOS app from it. 2.0 was the first public App Store release (Aug 2026) and has reached 300+ users, with a 2x lift in weekly engagement.
- **DreamLever:** Designed components and flows for an AI SaaS tool, then built new features and iterations in the production codebase, running it locally and handing the code to engineering to merge into the live product.
- **FanFeed:** Designed and built multiple user flows and complete features directly in the production codebase of a React Native consumer app, working within its existing design system. Engineering brought the code into the live product through pull requests. Also created pitch decks for the team.
- Built reusable prompt libraries, evaluation frameworks, and agent skills that made AI-assisted design and code output more consistent across client projects.

Senior Product Designer Jun 2023 – Dec 2025

SN Design · Independent practice · Remote, Canada

- **Netflix R&D:** Tested AI tools across the design workflow with a small team and presented to Netflix product teams where AI helped and fell short across research, ideation, visual exploration, and prototyping.
- **Reimagine Labs:** Sole designer on the MVP of Navigator, an AI research platform that generates tailored business plans. Built the Figma design system and a coded Lovable prototype; defined multi-step flows and trust-building UX patterns for non-technical users. The prototype secured stakeholder validation and early funding, and the product shipped.
- **Tla-o-qui-aht Tribal Parks:** Sole designer and developer on a full website redesign. Ran discovery workshops, then built a fully responsive site in custom HTML, CSS, and JavaScript, contributing to a 7x increase in donations within six months of launch.

Lead UX Designer May 2022 – Dec 2022 · Sep 2025 – May 2026

CASCADES Canadian Healthcare · Toronto, ON

- Sole UX designer on a full platform redesign for a healthcare practitioner training organization, driven by stakeholder interviews, card sorts, tree testing, and usability testing.
- Redesigned information architecture and resource navigation: 300% increase in product downloads and course sign-ups within four months of launch, WCAG 2.1 AA compliance, and a 200% increase in community membership. Built a product roadmap that secured executive alignment and budget.
- Returned on monthly retainer (2025–2026), building new pages and sections in HTML, CSS, and JavaScript within WordPress.

Product Designer Jan 2023 – Apr 2023

Pamoja Institute for Community Engagement and Action · Toronto, ON

- One of five designers, with five engineers and a PM, on a mobile app connecting social housing residents facing food insecurity with community food access. Worked across every stage: research and discovery, product definition, stakeholder interviews, discovery and alignment workshops, design briefs, usability test plans, and mid- to high-fidelity mockups.
- Ran design sprints to MVP in a compressed timeline and handed off in Figma to engineering. The MVP reached 94% task completion in usability testing.

Digital Strategist Dec 2018 – Apr 2021

Allied Certifications · Tofino, BC

- Designed and launched the digital brand and product strategy for a First Nations certification program, facilitating stakeholder workshops. Contributed to $1M+ in program revenue and recognition in National Geographic.

Crew Leader Mar 2018 – Apr 2021

BC Wildfire Service, Government of British Columbia · Nelson, BC

- Seven seasons with BC Wildfire Service; crew leader for the last four, leading a three-person crew through high-risk operations in remote terrain.
- Served as incident commander on entire fires, directing up to ~20 personnel, heavy equipment, and helicopter air operations.

PERSONAL PROJECTS

Somni · somnidreams.app/ Mar 2025 – Present

- Solo build of a dream journaling app with an AI interpreter. React Native / Expo front end; Supabase backend (Edge Functions, Postgres with row-level security, auth); two-call Claude pipeline with a server-side validation gate that blocks hallucinated symbols. Symbol knowledge base grounded in research across Freudian, Jungian, and cross-cultural traditions. In development, not yet launched.

Strength Ledger In personal use

- Strength-training tracker I built for my own training. Prototyped in Vite + React, then rebuilt in Expo (React Native, TypeScript, expo-router) with Supabase auth and Postgres.

EDUCATION

Master of Information, UX Design Concentration · *University of Toronto* *2021* – 2023

Bachelor of Arts and Science, Architecture and Sociology · *Quest University Canada* 2014 – 2018

Certification: Research Ethics (TCPS 2: CORE 2022), Government of Canada

PUBLICATIONS

Communicating complexity: interactive model explorers and immersive visualizations as tools for local planning and community engagement

FACETS · 2021 · Co-author · doi.org/10.1139/facets-2020-0045

Worked mainly on the immersive Unity visualization: one neighbourhood, walkable in first person at three densities, built from municipal data.