



EDUCATION

University of Maryland College park

MS | Human- Computer Interaction August 2020 - Expected May 2022

Iowa State University

MID | Industrial Design May 2020

SKILLS

UX Research

Qualitative & Quantitative Research
Contextual Inquiry . Participatory Design
Personas . User Surveys & Interviews
Heuristic Evaluation . Empathy Maps
A/B Testing . Usability Testing

UX Design

Interaction Design . Interface Design
Information Architecture . Brainstorming
Storyboarding . Rapid Prototyping
User Flow . Mockups . Responsive Design
Inclusive Design . Wireframing

Tools

Adobe Suite . Sketch . Invision Studio Figma . Framer . Axure . Principle

Programming

HTML . CSS . JavaScript

AWARD

Second place at 2019
USABILATHON at Workiva
https://twitter.com/usabilathonisu

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EXPERIENCE

UX Researcher | Volunteer

Ryze Health | Baltimore | Aug 2020 - Present

- Collaborated with a UX research team to validate, design, test, and iterate on a telehealth platform for physical therapy
- Recruited, screened, and interviewed physical therapist and patients, mapping their journey to identify pain points, gaps, and opportunities
- Used Agile methodologies and the Design Thinking approach to create a service design model for an innovative product

Graduate Teaching Assistant

University of Maryland | College Park | Aug 2020 - Present

- · Advised a class of 100 undergraduate students in Data Visualisation course
- Supported students how to design and evaluate visualizations for different types of data
- Provided feedback on students' work in Tableau to analyze big data

UX Researcher & Designer | Volunteer

NexMark Studios | Atlanta | Jan - May 2020

- Conducted a heuristic evaluation of the existing product as well as a comprehensive competitive analysis in order to identify opportunity areas
- Lead the redesign efforts, ultimately increasing sales by up to 25% in addition to improving customer satisfaction scores

UX Research Methods Teaching Assistant

Iowa State University | Ames | Sep 2019 - May 2020

- Assisted instructor with teaching the qualitative and quantitative UX research methods and the main elements of Contextual Inquiry as a form of User-Centered Design
- Supported students to how gathering qualitative field data, analyzing it, and presenting the findings using appropriate visual diagrams and models

UX/UI Design Intern

Stinger Ghaffarian Technology (SGT) | Greenbelt | Jun - Aug 2018

- Collaborated with PMs, engineers, designers, and stakeholders to utilize a human-centric design approach
- Partnered with business & development teams to conduct initial research and translate requirements into working prototypes using Illustrator + Figma

Industrial Designer

Vermeer | Ames | Aug 2017 - May 2018

- Developed the Visual Brand Language for Vermeer's industrial product line to have cohesive brand identity
- Applied Visual Brand Language to Horizontal Directional Drill (HDD) products line
- · Conducted user testing and built a full scale model of HDD

Visual Design Teaching Assistant

Iowa State University | Ames | Aug 2017 - May 2019

• Facilitated, managed and conducted workshops of over 90 undergraduate students, collaborating with three professors