

# Farjana Chandi

I am an aspiring user experience designer and front-end developer. I am enthusiastic about enhancing user experience.

[Linkedin](#)

[Portfolio](#)

[Github](#)

[Email](#)

## EDUCATION

**Undergraduate Student** | Michigan State University

Aug 2018 – May 2023

- ☐ Bachelor of Science, Computer Science | College of Engineering
- ☐ Bachelor of Arts, UX Architecture | College of Arts and Letters
- ☐ Bachelor of Arts, Information Science | College of Communication Arts and Sciences

## EXPERIENCE

**Web Developer Intern** | Open Systems Technologies | Remote

May 2022 – Present

- Involve in developing a floor planning web application with angular as front end and AWS amplify as back-end with a lead developer.
- Utilizing agile methodology to collaborate with the team on every day for standup session to discuss sprint updates as well as meet twice a week for sprint planning.
- Actively learning Angular, AWS amplify, and agile methodology by working on the web application.

**UX Designer and UX Engineer Intern** | The Cube at Michigan State University

Jan 2022 – Present

- Collaborating on multiple cross-functional team of 10+ members to better understand the needs of accessibility and enhance user experience.
- Involve in planning and researching for Detroit Accessibility Project (a nonprofit organization meant to act as a resource on venue accessibility in Detroit), and the Cube website redesign project.
- Designed and Developed the initial build of the Detroit Accessibility Project using reactjs and REST API.

**NASA L'SPACE Mission Concept Academy Student** | NASA

Aug 2021- Dec 2022

- Characterizing water ice sites on Mars: Implications for Astrobiology and Human Exploration.
- Attended weekly L'SPACE sessions where I get opportunities from NASA Professionals and submit weekly skill assessments and obtain badges.
- In a team of 10 students, we researched and designed a rover with drilling capability in order to discover and create a potential habitable environment on Mars for human exploration. As part of, science and engineering research team, we met twice a week to collaborate on our findings.

## EXPERTISE

- **UX Research:** Interview, Survey, usability testing, A/B testing, Empathy mapping, and many more.
- **UX Design:** Ideation, sketching, storyboarding, wireframing, information architecture, and prototyping.
- **Tools:** Figma, Adobe XD, Photoshop, Illustrator, Procreate and Github.
- **Technologies:** JavaScript, React, Angular, HTML/Scss, Python, and C++.