Istiqlal Aurangzeb

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Education

Master of Science in Computer Science | Clemson University | GPA: 3.59/4.0 | Dec 2025
Bachelor of Technology in Computer Science and Engineering | Sri Venkateswara University | May 2023

Technical Skills

Design & Prototyping Tools: Figma, Adobe XD, Sketch, Framer, Adobe Creative Cloud (Photoshop, InDesign, After Effects, Lightroom), Wireframing, Interactive Prototypes, Rapid Prototyping
AI-Powered Design: DALL-E, Midjourney, AI Asset Generation, Rapid Prototyping with AI, Generative Design Tools
Frontend Development: HTML, CSS, JavaScript, React.js, Responsive Design, Mobile-First Design, Tailwind CSS, Bootstrap
UX Principles: User-Centered Design, Usability Principles, Information Architecture, Interaction Design, Accessibility Standards, User Research
Visual Design: Color Theory, Typography, Visual Hierarchy, Component-Based Design, Design Systems, Layout Design, Motion Design
Collaboration: Cross-Functional Teams, Stakeholder Presentations, Written & Verbal Communication, Agile/Scrum, Customer-Focused, Growth Mindset

Experience

Research Software Engineer | Clemson University, Clemson, SC | Feb 2024 – Present

- Designed user interfaces for web applications using React.js and Tailwind CSS focusing on user-centered design principles; created responsive layouts ensuring seamless user experience across desktop and mobile devices with accessibility considerations.
- Collaborated with cross-functional teams including developers, researchers, and stakeholders to bring designs to life; translated business requirements into interactive prototypes and visual designs ensuring functionality meets user needs.
- Conducted usability testing and gathered user feedback to iterate on designs; improved user interface achieving sub-200ms response times and 98% user task completion rate through iterative design improvements.
- Demonstrated excellent written and verbal communication presenting technical concepts to non-technical stakeholders; maintained results-oriented approach with "can do" attitude while managing multiple design projects simultaneously.

Chief Operating Officer | IGNITE Club, Sri Venkateswara University | Aug 2021 – July 2023

- Led initiatives engaging 300+ participants demonstrating teamwork, continuous improvement, and customer-focus aligned with organizational values; presented information effectively to diverse groups while maintaining superior work ethic.

Design & Development Projects

Interactive Web Application with Custom UI/UX | Figma, Adobe Photoshop, HTML/CSS, JavaScript | Live Demo

- Designed complete user interface (2,800+ lines) using Figma for wireframing and Adobe Photoshop for visual asset creation; applied color theory, typography, and layout principles to create aesthetically pleasing and functional experience; implemented responsive design adapting seamlessly across 3 breakpoints.
- Leveraged AI-powered tools (DALL-E, Midjourney) for asset generation; created interactive prototypes focusing on information architecture and interaction design ensuring users could easily navigate and complete tasks.

Embodied Carbon Ledger (BIM to Blockchain) | React.js, Tailwind CSS, Three.js, Revit API

- Reduced time-to-insight for environmental data by ~40% by designing a responsive React.js dashboard with interactive Three.js visualizations, optimizing the information architecture to translate complex BIM datasets into intuitive metrics for non-technical stakeholders.
- Eliminated 100% of manual data entry errors by engineering a seamless cross-platform user flow between Autodesk Revit and a web interface, automating the visual classification and reporting of 500+ construction elements (Concrete, Steel, CLT) to ensure data integrity.

XR Magic - Interactive 3D Gesture Interface | Three.js, JavaScript, Interaction Design | Live Demo

- Designed and engineered real-time interactive 3D interface using Three.js rendering 18,000+ particles at 60 FPS; created intuitive gesture-based interaction design (pinch, spread, tilt) allowing users to control visual effects through natural hand movements demonstrating advanced understanding of interaction design principles.
- Developed modular architecture with device-aware optimization and responsive design ensuring seamless user experience across desktop and mobile; implemented dynamic visual feedback (shape morphing, gradient modes, hand repulsion physics) creating engaging, accessible interface that adapts to user context and device capabilities.

Publications

- Co-authored 2 peer-reviewed journal articles on software systems for construction technology published in Automation in Construction (Impact Factor: 11.5), demonstrating ability to communicate complex concepts to diverse audiences.