Noman Ali Khan

Innovative Product Designer with an Industrial Engineering background, specializing in user-centric physical and digital products. Skilled in research, prototyping, and testing to create seamless user experiences. **Driven by data-driven design** , I blend ergonomics, material science, and engineering principles to develop **practical, scalable, and aesthetic solutions** while aligning business goals with user needs.

BAHRIA UNIVERSITY LAHORE

Study Program

BS(information technology)

10/2021 - 6/ *3.0*

Courses

- Machine Learning
- Data structure And algorithm
- 3D Modeling & Simulation
- Mobile App development
- CNC Machining & Automation
- Computer-Aided Design
- Systems Engineering
- Systems architecture

WORK EXPERIENCE

CS50's Introduction to Programming with Python

Harvard University

01/2023 - 04/2023 *Lahore*

Completed the CS50 course, focusing on Python programming, algorithms, and problem-solving, gaining proficiency in developing efficient and practical solutions.

Junior Python developer

PTECHFUSION

08/2023 - 6/ *Lahore*

PtechFusion

Achievements/Tasks

- At PTech Fusion, I worked extensively on AIogram, Flask, Django, and data scraping, developing reliable and efficient backends and creating advanced Telegram bots with Web3 API integration. I also implemented various payment systems using developer documentation for seamless transactions. Additionally, I contributed to the design architecture of **QUIVER VR** , a virtual reality-based action-packed shooting game that enables hand gestures as a controller, offering an immersive first-person experience. With expertise in backend development and system integration, I have a strong track record of building scalable and high-performing applications.

Product Designer

InnoTech sol

02/2024 - 09/2024

Achievements/Tasks

- At **Innotech Sol** , I worked on a **custom Telegram bot, a Shopify extension, and a website** , strengthening my expertise in bot development, e-commerce platforms, and web development. I also **designed the shift management system for Shiftally** , enabling seamless job shift swaps. Additionally, I contributed to the **Sabal app** by designing **canopies that automate the folding and unfolding of solar panels** for optimal energy efficiency.

SKILLS

Python | Human-Centered Design & Ergonomics | User Research & Competitive Analysis | Prototyping & Usability Testing | Industrial & Manufacturing Processes | Material Science & Sustainable Design | 3D Modeling & CAD (SolidWorks, AutoCAD) | Design Thinking & Iterative Development

PERSONAL PROJECTS

QUIVER VR (02/2023 - 6/)

- One of my personal projects is **QUIVER VR**, a VR-based action-packed shooting game that I designed and supervised. It uses hand gestures as a controller, allowing natural interaction with the virtual world through a head-mounted display. Specially designed feedback gadgets enhance immersion by providing realistic sensations. My role involved designing the project architecture, optimizing interaction mechanics, and overseeing development to ensure a seamless and engaging gaming experience. 4o

Sabal App (08/2024 - 6/)

- **Sabal** is an AI-powered solar energy project featuring smart solar panels and canopies controlled via a mobile app. Using **Modbus technology**, the panels automatically fold, unfold, and track the sun for maximum efficiency. My role involved designing the system architecture, integrating Modbus protocols, and ensuring seamless mobile app communication for real-time control.

InterVisio (05/2024 - 6/)

- I am developing **InterVisio** , an AI-powered platform for conducting and monitoring remote interviews. It automates skill-based question generation, real-time behavior analysis, and response evaluation, ensuring an efficient and fair interview process.

LANGUAGES

English

Native or Bilingual Proficiency

Urdu

Native or Bilingual Proficiency

INTERESTS

Machine learning | Football | Gaming | AI | Systems architecture