Sarah Jomaa

---

(313) - 727 - 2013 | jomaa_sarah@yahoo.com | linkedin.com/in/sarah-jomaa | sarahjomaa.github.io

I am a UX Designer with a strong background in art and user-centered design and analysis. I have a commanding grasp on design principles and a number of popular design software. I'm familiar with both front and back end programming languages, and can communicate well with software engineers and web developers. I'm a highly empathetic person—it's this and my love for art and technology that has drawn me to this profession.

EDUCATION

University of Michigan, Ann Arbor – *B.S. Information Science, Minor in Art & Design*
School of Information – *Fall 2016 – April 2019*
Penny Stamps School of Art & Design – *Fall 2014 – April 2016*
Honors: University Honors Winter and Fall 2016, Fall 2018

WORK EXPERIENCE

Office of Technology Transfer, University of Michigan – *UX Digital Discovery Fellow*

March 2018 – June 2019

- Scheduled and led client meetings (e.g. kickoff meetings, project follow-ups)
- Assisted in scoping and defining problems in proposed client designs.
- Helped clients through the early development process of creating their digital technology, including speaking with investors and conducting user interviews.
- Generated use cases for clients' projects.
- Utilized Balsamiq and Proto.io to create low and high fidelity wireframes and interactive clickable compositions.

University Capstone Project – *Kent District Library*

September 2018 – April 2019

- Conducted UX research with my team and the client in the form of competitive analysis, heuristic evaluation, usability surveys, and evaluation of Google Analytics data.
- Utilized Figma and Adobe XD to develop low and high fidelity wireframes and a final interactive composition.
- Designed and facilitated user testing with paper prototypes.
- Conducted validation studies with A/B testing and utilized the SUS scale.
- Led weekly meetings with the client to present progress, receive feedback, and answer questions.
- Created a comprehensive user flow and site map with Overflow and Miro.

TECHNICAL SKILLS

Programming
Familiar with front and back end technologies
   Python | HTML5 | CSS | Git

Design Software
Photoshop | Illustrator | Sketch | Adobe XD |
Balsamiq | Proto.io | Figma

Language
Fluent speaker of Levantine Arabic

LEADERSHIP POSITION

Living Arts Engine – *Peer Mentor*
September 2015 – April 2016

As a Peer Mentor in Living Arts—a living-learning community—I was assigned a group of freshmen to help them transition into college and introduce them to the university, expose them to an interdisciplinary environment, lead them in an end-of-year Collaborative Creative Project (CCP), attending monthly Peer Mentor meetings, and organizing community workshops.