

Shamsheer Ali Shaik

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SUMMARY

Your friendly neighborhood 'Dev-Designer'. I'm a **UX Designer first**, with a Master's in Computer Science who speaks both Figma and Full-Stack. I use my 'spidey-sense' for user empathy to anticipate needs, and my technical background to design experiences that are not just intuitive, but also buildable. I thrive on translating complex systems (like AI & web portals) into simple, human-centered experiences.

SKILLS

- UX/UI Design:** User Research, Personas, User Flows, Wireframing (Figma, Adobe XD), Prototyping, Usability Testing, Interaction Design, Information Architecture.
- Programming Languages:** JavaScript, HTML, CSS, Python, Java, C#, C++
- Tools & Technologies:** Unity, Git, GitHub, AWS, SQL, MongoDB, Neo4j, Google APIs
- AI/ML:** NLP, API Integration, Diffusion Models
- Libraries & Frameworks:** React, Django, FastAPI, Streamlit, OpenCV, TensorFlow, PyTorch

EDUCATION

Google UX Design Professional Certificate
Coursera

Master of Science - Computer and Information Sciences (GPA: 3.63)
Oklahoma State University
08/2023 – 05/2025

Bachelor of Technology - Information Technology
RVR & JC College of Engineering

PROFESSIONAL EXPERIENCE

UX Engineer

ITAC

10/2025 – Present | USA

- Designing and integrating user-focused web applications utilizing UX design principles and front-end development skills.
- Led the end-to-end design & product strategy for the new ITAC web portal, from stakeholder interviews to high-fidelity prototypes.
- Collaborating with engineers to prototype and integrate AI tools, translating complex AI functionality into simple user interfaces.

Video Game Development Mentor

Oklahoma State University

06/2024 – 05/2025 | USA

- Mentored and guided over 20 student teams in the development of video game projects using the **Unity Engine and C#**, providing creative and technical direction on **graphics, animation, and user experience**.
- Oversaw source code management and collaborative workflows using **Git and GitHub**, ensuring organized and efficient project execution, a skill directly transferable to managing multimedia asset libraries and version control for design files.

UX Designer & Web Developer

04/2021 – 07/2023 | India

- Led the UX design process** from conception to implementation, conducting user research to define requirements and creating wireframes and interactive prototypes to visualize solutions.
- Collaborated with engineers to implement front-end designs, using my knowledge of **HTML/CSS/JS** to ensure 100% cross-browser compatibility.
- Conducted **usability testing** and resolved identified bugs, which significantly simplified the **user experience (UX)** and improved task completion rates.

PROJECTS

ITAC Operations & Client Portal | UX Case Study

- Problem:** OSU's ITAC center lacked a unified system, managing client assessments with disconnected spreadsheets and emails, leading to inefficiency.
- Solution:** Researched and designed a centralized web portal to manage the entire client assessment lifecycle for staff, students, and external clients.
- Skills:** Stakeholder Interviews, User Flow, Information Architecture, Wireframing, Prototyping (Figma), UI Design, Usability Testing.

My Health Story | UX Case Study

- Problem:** Patients receive critical health data in dense, jargon-filled formats, causing anxiety and hindering understanding.
- Solution:** Designed a mobile app that redesigns health reports into a personal, intuitive narrative, focusing on clear data visualization and empathetic language.
- Skills:** User Research, Empathy Mapping, IA, User Flow, UI Design, Wireframing (Figma), Prototyping, Usability Testing.

LEADERSHIP & INVOLVEMENT

Indian Student Association, Oklahoma State University

08/2024 – 05/2025

Cultural Secretary

- Led a team of 20 in the end-to-end execution of large-scale cultural events, from initial concept and **design of promotional flyers** and **posters** to seamless on-site coordination, enhancing cultural awareness and driving student engagement.

Make A Difference(MAD)

Academic Support Volunteer

03/2022 – 06/2023

- Enhanced instructional skills by teaching a year-long educational program, delivering impactful lessons and mentoring over 15 students, while fostering a supportive and engaging learning environment that significantly increased teaching effectiveness.

CERTIFICATES

- Start the UX Design Process: Empathize, Define, and Ideate
- Build Wireframes and Low-Fidelity Prototypes
- Complete C# Unity 3D Game Development
- Foundations of User Experience (UX) Design
- Conduct UX Research and Test Early Concepts
- AWS Academy Graduate - AWS Cloud Foundation