

Shamsheer Ali Shaik

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SUMMARY

Product Design Lead & MS Computer Science Candidate with 4+ years of experience bridging the gap between complex engineering and user-centric design. I specialize in **"speaking fluent developer,"** leveraging a technical background in **React and Git** to ensure high-fidelity, pixel-perfect solutions that transition seamlessly from Figma to production. Proven track record of leading cross-functional teams to automate workflows and optimize conversion funnels, delivering a **20%** increase in reporting efficiency.

PROFESSIONAL EXPERIENCE

UX/UI Designer (Contract) 12/2025 – Present | USA
youbloom

- **Spearheaded UX audits** and dashboard redesigns targeting **90%** of core user activities, directly enhancing flow efficiency for show setups.
- **Optimized conversion funnels** by re-architecting the event creation wizard and re-sequencing payment integrations to proactively reduce user drop-off.
- **Architected design systems** in Figma that ensured 100% implementation accuracy during a critical platform migration from WordPress to React.

Lead Product Designer (Part-time) 10/2025 – Present | USA
ITAC

- **Orchestrated a cross-functional team** of analysts and developers to automate client onboarding, projected to eliminate 5–8 hours of manual data entry per week.
- **Deployed a centralized web portal** for 500+ users, streamlining end-to-end workflows and drastically reducing design-to-dev handoff friction.
- **Pivoted legacy assessment systems** from fragmented spreadsheets into a unified UX architecture to manage the entire client lifecycle.

Frontend UX Designer 04/2021 – 07/2023 | India
PC Control Systems Pvt Ltd

- **Elevated task completion rates by 25%** by executing data-driven usability testing and resolving critical interface friction points.
- **Slashed handoff latency by 30%** by building interactive prototypes and collaborating directly with engineering on HTML/CSS/JS frontend implementation.
- **Standardized cross-browser compatibility** to 100% across all web deployments, ensuring a seamless and accessible user journey.

UI/UX Design Intern 05/2024 – 07/2024 | India
Filter Trade Solutions

- **Synthesized user research findings** into actionable wireframes and rapid prototypes to accelerate product development cycles.

TECHNICAL SKILLS

- **Design Tools:** Figma (Advanced), Adobe XD, FigJam, Wireframing, Rapid Prototyping.
- **UX Research:** Usability Testing, Heuristic Evaluation, User Flows, Information Architecture, Stakeholder Interviews.
- **Technical:** React (Prototyping), HTML5, CSS3, JavaScript, Git/GitHub, Python, Developer Handoff.
- **Core Competencies:** Interaction Design, Responsive Design, WCAG Accessibility, Product Lifecycle Management.

EDUCATION

Google UX Design Professional Certificate
Coursera 

Master of Science - Computer and Information Sciences
Oklahoma State University
08/2023 – 05/2025

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

PROJECTS & RESEARCH

ITAC Operations & Client Portal | UX Case Study 

- **Conceptualized a unified UX architecture** to manage the full client assessment lifecycle, replacing fragmented spreadsheet-based systems with a centralized ecosystem.
- **Streamlined stakeholder communication** by mapping Information Architecture and User Flows for a diverse user base of staff, students, and external clients.
- **Skills:** Stakeholder Interviews, User Flow, Information Architecture, Wireframing, Prototyping (Figma), UI Design, Usability Testing.

Event Creator Dashboard Design | UX Case Study 

- **Devised an intuitive 6-step onboarding wizard** to eliminate "Ghost Dashboard" friction and guide users through a seamless event creation and talent booking workflow.
- **Integrated a mandatory onboarding gate** for location data and artist discovery links, directly addressing user drop-off points identified through heuristic evaluation.
- **Tools & Skills:** Figma, Prototyping, Heuristic Evaluation, Stakeholder Interviewing, Information Architecture.

Graduate Researcher & Technical Mentor

08/2024 – 09/2025

- Developed a **conditional diffusion model** in PyTorch to predict complex aerosol jet printing morphologies, processing **23,367 images** to achieve high-precision metrics (**IoU > 0.8, F1 Score > 0.89**).
- Directed over **20 student teams** in Unity-based game development, implementing robust version control strategies and code review processes to ensure high-quality software delivery and cross-functional collaboration.

LEADERSHIP & INVOLVEMENT

Indian Student Association, Oklahoma State University
Cultural Secretary
08/2024 – 05/2025

Make A Difference(MAD)
Academic Support Volunteer
03/2022 – 06/2023

CERTIFICATES

Complete C# Unity 3D Game Development 

AWS Educate Introduction to Generative AI 

AWS Academy Graduate 
• AWS Cloud Foundation