

# Shamsheer Ali Shaik

shamsheeralissa@gmail.com | +1 9252000930 | LinkedIn | Portfolio | Authorized to work for any U.S. employer.

## 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)

*youbloom*

12/2025 – Present | USA

- 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)

*ITAC*

10/2025 – Present | USA

- 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

*PC Control Systems Pvt Ltd*

04/2021 – 07/2023 | India

- 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

*Filter Trade Solutions*

05/2024 – 07/2024 | India

- 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