

Wafa Afridi

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EDUCATION

University of California, Irvine

Irvine, CA

B.S. Informatics

Expected Graduation: June 2024

- Specialization in Human-Computer Interaction
- Dean's Honor List (Fall 2021 - Present)

Relevant Coursework:

- Introduction to Human-Computer Interaction, Project in Human-Computer Interaction, Software Design and Architecture, Project Management, User Interaction Software, Project in User Interaction Software, Senior Capstone Project, Intermediate Programming in Python, Programming with Software Libraries, Requirements Engineering

WORK EXPERIENCE

Tata Consultancy Services (TCS) - UCI Capstone Project

Remote

Frontend Developer and Designer

October 2023 - Present

- Led the development of ChroniCare, a mobile application that provides community support and self-help resources to patients with chronic diseases.
- Spearheaded the creation of an intuitive and visually engaging user interface employing design-thinking methodologies. Prioritized accessibility and usability to cater to a diverse user base.
- Actively contributed to the iterative development process, incorporating user feedback and research findings to refine features such as the Discussion Forum, Symptom Tracking, and Resources Library.
- Effectively communicated complex design concepts and technical requirements to stakeholders, facilitating alignment between design goals and organizational needs.

Office of Information Technology, UC Irvine

Irvine, CA

Strategic Analyst Intern

July 2023 - Present

- Collaborated with the Student Data Warehouse team, leveraging SharePoint, Tableau, and Power BI to provide data-driven insights for enhancing student success initiatives.
- Actively contributed to the design and execution of the MAPSS (Metrics & Analytics Promoting Student Success) Certificate Program, fostering data literacy across the campus community.
- Ensured data accuracy and privacy compliance by managing data processes in SharePoint, contributing to the improvement of data quality.
- Initiated the design and development of the UCI Community of Practice Website. Designed the prototype of the landing page in Figma and began development in WordPress using the Divi theme.

Girls Who Code

Remote

Program Advisor

June 2023 - August 2023

- Co-advised and supported 5 cohorts of 50-60 high school students in completing the Self-Paced Summer Program to foster their coding skills.
- Conducted interactive live events and sessions with fellow Advisors, addressing student inquiries, resolving misconceptions, and providing valuable debugging tips.
- Efficiently managed administrative tasks, including attendance tracking, surveys, and programmatic data collection.

Dreams for Schools

Garden Grove, CA

Coding Instructor

January 2023 - April 2023

- Mentored elementary school students in game development using Scratch, igniting their interest in STEM.

- Taught computer science concepts, facilitated hands-on learning experiences, and introduced potential STEM careers to young students.

PROJECTS

Munchables

Project Manager & Frontend Developer

- Led a multidisciplinary team in the development of MUNCHABLES, a cross-platform mobile application aimed at simplifying the process of finding nearby restaurants that align with user preferences and dietary needs.
- Designed and implemented the app using React Native, ensuring compatibility with both iOS and Android platforms.
- Synthesized user evaluation data to make improvements to the interface, including implementing tab navigation enhancements, swipe gestures, and accessibility improvements.

MyFoodPal

UX Researcher and Analyst

- Led a 10-week project aimed at enhancing nutritional habits for UCI undergraduates. Spearheaded data collection, competitive analysis, and survey methodologies to understand student meal preparation habits, budget constraints, and time commitments.
- Analyzed survey data using Excel and employed affinity diagrams to identify core concerns, such as time management, cost implications, and resource accessibility, instrumental in formulating strategic directions for the project.
- Instrumental in Figma UI prototyping and user interface design to develop a solution that maximizes affordability and minimizes time spent on meal preparations. Conducted rigorous usability testing, refining features to ensure seamless user experience.

Search Engine

Python Developer

- Wrote a search engine in Python from the ground up that is capable of handling tens of thousands of documents or Web pages, under harsh operational constraints and having a query response time under 300ms.
- Utilized BeautifulSoup library for parsing HTML content and implemented stemming using the Porter stemming algorithm to normalize words and improve search accuracy

SKILLS

Programming Languages: Python, Java, C/C++, HTML/CSS, JavaScript

Frameworks/Libraries: React, React Native, Angular, Ionic, Express, Bootstrap

Tools: Version Control (Git), Node.js, Slack, VS Code, Figma, Maze, Tableau, Microsoft PowerBI, Microsoft SharePoint

UI/UX Design: User Research, Usability Testing, Wireframing, Prototyping, Responsive Design, Figma, Maze

Other Skills: Requirements Engineering, Microsoft Office, Google Workspace, Data Analysis