

Amal Jafrani

EXPERIENCE DESIGNER

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PROFILE

Carnegie Mellon University

August 2018 - May 2022

BA, Human Computer Interaction and Architecture
HCI Major GPA: 3.85

My goal is to create meaningful and exciting interactions to transform user experiences through problem-solving and design.

SKILLS

After defining the problem I begin my design process preforming **user research** through **A/B Testing** and other methods. My favorite part of the design process is **brainstorming** and **whiteboarding** ideas. I use **journey mapping** and **affinity diagrams** to organize my thoughts and research. I enjoy creating **storyboards**, **wireframes**, and **prototypes**.

This is a brief list of tools and languages I have enjoyed working with most. I would be excited to learn any new tools to be successful in your workspace.

DESIGN TOOLS

Photoshop
Illustrator
Indesign
Sketch
After Effects
Figma
Auto-cad
Rhinceros 3-D
Grasshopper
Fusion 360

PROGRAMMING

C
HTML/CSS/SCSS
JavaScript
Python
Arduino

EXPERIENCE

HCII Department of CMU / Research Assistant

April 2021 - Present

Exploring the affordances of paper and cardboard through parallel prototyping. Working with mechanical systems and circuitry to create a system that uses the affordances of paper to create a voltage.

Lunar Gala / Designer

September 2020 - April 2021

Designed and fabricated a line, called Bloom, for one of the largest Fashion Shows in Pittsburgh using 3-D printing, sewing, and lasercutting. Working with another peer to create 8 different outfits representing childhood obsessions. Received a grant from The Frank-Ratchye STUDIO for Creative Inquiry to assist in developing the line.

Peekaboxes / UX Design Intern

September 2020 - December 2020

Redesigned the log in process, subscription process, filter feature, product page, and more for both the web and mobile version before the launch to create an easy experience for the users.

PROJECTS

Elevate

Fall 2020

Designed, constructed and implemented a piece of robotic furniture using Arduino. The responsive table responds to an item being placed on it using a FSR and stepper motor.

CatchMind / Project Manager

Fall 2020

Led UX research team of three to understand how International Students cope with transitioning to College. Used a variety of UX research methods followed by prototyping the interface of a wearable device.

Build-a-Town

Spring 2020

Designed and Built a game using Python, which allowed the user to design their own town by adding buildings. The game included AI citizens and events based on certain algorithms.

LEADERSHIP

Bhangra in the Burgh / Design Chair

April 2020 - Present

Collaborating with other teams, like Tech Ops and PR, and managed my own team. Designed the logo, video, and more using visual hierarchy and typography.