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: 3.88

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

SKILLS

After defining the problem I conduct **user research** through **directed storytelling** 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 research. I enjoy creating **storyboards, wireframes, and prototypes**. I then test my designs through **usability testing** and continue to iterate upon them. Finally, I am able to present the final prototype to the **stakeholders**.

This is a brief list of tools and languages I have enjoyed working with. I would be excited to learn new tools to be successful at Work & Co.

Adobe Creative Cloud

Sketch

Figma

Auto-cad

Rhinoceros 3-D

Grasshopper

Fusion 360

C

HTML/CSS/SCSS

JavaScript

Python

Arduino

EXPERIENCE

CyLab at Carnegie Mellon University / **Design Lead**
January 2022 - Present

Lead team in designing an app and external device that streamlines the process of detecting hidden IoT devices in AirBnB's and Hotel's. Used methods like literature reviews, wireframing, think aloud testing, and more to go from user research to prototyping. Production phase is in progress.

Intraloop / **Product Design Intern**
August 2021 - December 2021

Collaborated with multidisciplinary teams to conduct user research, develop design systems, wireframe, prototype, and worked with multiple stakeholders.

Human Computer Interaction Institution at CMU / **Research Assistant**
April 2021 - August 2021

Through iterative prototyping and invention testing I helped develop a sustainable, low-cost paper mechanism device that senses and harvests energy upon human interaction with mechanical objects and surfaces.

Peekaboxes / **User Experience Design Intern**
September 2020 - December 2020

Redesigned multiple features from log in and subscription to filters and product information across web and mobile for an e-commerce site.

LEADERSHIP AND SERVICE

Interaction Design Studio / **Teacher's Assistant and Grader**
August 2021 - Present

Provided feedback to students, assisted in grading projects, prepared discussion slides, and facilitated discussions in class.

Lunar Gala / **Designer**
September 2020 - April 2021

Designed and fabricated a line, called Bloom, for one of the largest Fashion Shows in Pittsburgh. Received a grant from The Frank-Ratchye STUDIO for Creative Inquiry to assist in developing the line.

Bhangra in the Burgh / **Design Chair**
April 2020 - November 2021

Responsible for brand design, creating graphics, and collaborating with team members for a philanthropic bhangra competition that partners with charities to serve the Pittsburgh community and beyond.