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 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. I would be excited to learn new tools to be successful in your workspace.

DESIGN TOOLS
Photoshop
Illustrator
Indesign
Sketch
After Effects
Figma
Auto-cad
Rhinoceros 3-D
Grasshopper
Fusion 360

PROGRAMMING
C
HTML/CSS/SCSS
JavaScript
Python
Arduino

EXPERIENCE

Intraloop / Product Design Intern
August 2021 - December 2021

Collaborating with a team of designers and engineers to develop design systems, conduct user research, create prototypes, and present at client meetings.

HCII Department of CMU / Research Assistant
April 2021 - August 2021

Developed a low-cost and sustainable paper mechanism device that can sense and harvest energy upon human action and interaction with mechanical objects and surfaces through iterative prototyping and invention testing.

Lunar Gala / Designer
September 2020 - April 2021

Designed and fabricated a line, called Bloom, for one of the largest Fashion Shows in Pittsburgh. Collaborated 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

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 AND SERVICE

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

Provided feedback and guidance to 100+ students, and assisted in grading projects. Prepared discussion slides and facilitated discussions in class.

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

Collaborating with a team to host competition that aims to raise money for different causes each year, and design the logo, flyers, and more.