

Md Farhan Ahmed

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EDUCATION

Carnegie Mellon University - School of Computer Science
Masters of Human-Computer Interaction (GPA 3.87)

Pittsburgh, PA
Graduation Date: August 2024

University at Buffalo

Bachelors of Arts in Cognitive Science, Minor in Computer Science (GPA: 3.541)

Buffalo, NY

June 2023

- Awards: Magna Cum Laude Honors, Buffalo Urban League Scholar, National Science Foundation Scholar.

EXPERIENCE

NASA Ames Research Center

UX Researcher / UX Engineer - Capstone Project

Mountain View, CA
January 2024 – Present

- Researching, analyzing, and creating a creative problem solving model for NASA researchers to evaluate and quantify creative problem solving abilities.
- Creating simulations that blend physical and virtual environments to provide participants with a platform for navigating creative problems, while also enabling researchers to conduct in-depth studies.
- We're currently crafting a simulation based on our creative problem-solving model through a comprehensive approach including expert interviews, thorough literature reviews, field studies, and contextual inquiries.

National Fuel Gas

Web Developer Intern

Buffalo, NY
June 2021 – Present

- Developed, maintained, and updated content for 30+ web pages. Increased efficiency of bug fixes and management of content. Using JavaScript and .NET solved updating issues that plagued multiple web pages for many months.
- Worked closely with teams and peers to solve complex user problems which led to the introduction of a new interface for an employee portal that was designed and prototyped through Figma. Positive feedback and scheduled for development.
- Provided patterns and best practices on interaction/visual design for current and future websites of the company.

Iowa State University

HCI Research Intern - SPIRE-EIT REU

Ames, IA
May 2022 – August 2022

- Led the creation of a web-based interface prototype to support first-generation college students, using Figma for design and receiving positive community feedback.
- Developed and facilitated an interactive empathy workshop for 100+ participants, identifying key community assets and challenges in the college admissions process.

PROJECTS

Mitigating Toxicity in Online Gaming - League of Legends

Pittsburgh, PA

Design Research (Funded by Collaboratory Against Hate & STUDIO Creative Inquiry) August 2023 – Present

- Started and led a team of 6 researchers to design and implement a cognitive psychology-based intervention using persuasive strategies to mitigate toxicity in online gaming, using League of Legends.
- Led testing with 25 participants, successfully supporting effectiveness of our toxicity intervention.

SKILLS & INTERESTS

Design: Illustration and UI graphics · Strategy & vision presentations · User flows · Concept sketches · Wireframes & mockups with Figma, Sketch, & Illustrator · Production redlines · Style guides & pattern libraries

Programming: HTML, CSS, Javascript, · Python · Scala · TypeScript · Data Structures · Object Oriented Programming · System Design · APIs · Frameworks (ASP.NET CORE, Node.js, React, jQuery)

Prototyping: Rapid prototyping using Figma, Marvel, & Invision · Interactive flow with HTML, CSS, JavaScript, Sitefinity, Framer, WebFlow, · Frameworks (Polumer, Backbone, Socket, Angular)

Research: Data analysis · Task analysis & persona hypothesis · A/B Testing & Experiment · Service Blueprint · Cognitive walkthrough · User interviews · Surveys · Card Sorting · Speed Dating