

Juneza Niyazi



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UX DESIGNER / ARCHITECT / WOMAN WHO CODES

From an Architect to a User experience designer my primary goal has always been rooted to designing for people to create meaningful experiences through the medium of technology.

WORK

UX Design Intern

Dec 2017- Present

Inartist (membership software) Barcelona, Spain

I helped build, re-design and evaluate the product experience. This involved creating wireframes and motion prototypes for rigorous user testing. Significantly improved branding consistency and user experience. It involved working closely with a cross functional team of Design, Marketing, and Product development.

Product Designer

Nov 2016 - April 2017

THE (Interactive products) Bangalore, India

I was asked to lead the design and research to create a product that visualized the emotions felt by the city due to rapid urbanization. Took part in Agile process and iterated the design based on intensive research and data collection from government authorities and local inhabitants.

PROJECTS

UX Researcher | Designer

Oct 2017 - Dec 2017

Eve (Cloud based SaaS product)

Building a platform to support UX designers to visualize and communicate user feedback to cross-functional teams. On my own initiative I worked with Data scientists, Product development and Marketing students to understand their pain point in understanding the design findings submitted by the UX team. This helped us to develop actionable research plans that informed the product's strategy within the context of Google's product suite. On realizing the potential of the product, my partner and I were encouraged to continue to build this platform to help designers manage their findings better.

UX Researcher | Visual Designer

Mar 2018 - Present

Typography in VR

Collaborating with Ksenya Samarskaya to design typography for a VR environment. Ksenya recognized my potential to adapt and work with new technology and software. I helped by using my ability to envision spaces in 3-Dimension (a trait developed while practicing architecture) to guide the experience of Type in VR. We are currently experimenting with unity to test the designs in VR environment.

EDUCATION

Masters in Interaction Design

Harbour.Space University

2017- 2018 (Expected) Barcelona, Spain

Along with building my skills in the field of User Experience and Design, I am also parallelly taking classes in Content strategy and Digital marketing to translate the knowledge while taking design decisions.

Bachelors in Architecture

RV College of Engineering

2011- 2015 Bangalore, India

CGPA - 8.33 / 10

CBSE, 12th Grade

CMR, National Public School

(2009 - 2011)

PCM-Computer Science 93.8%

SCHOLARSHIPS

Leadership Skills

Harbour.Space University 6000 Euro was granted by the university

Academic Excellence

1,50,000 INR Scholarship awarded by the Govt of Karnataka, India for the highest level of performance in the State level entrance exam for Architecture.

SKILLS

Languages

C++ | Java(Basics) | HTML and CSS

Design

Rapid Prototyping (Sketch & invasion) | Motion Design (Adobe suites) | Visual design | Wireframing | User flows | Data Visualization

UX Research

Survey | Interviews | Affinity mapping | Usability testing | Card sorting