

Haya Tariq

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Github: github.com/hayatariq

Portfolio: hayatariq.com

SUMMARY

Cognitive Science graduate student with interdisciplinary experience across UX research, data analysis, and applied machine learning. Experienced in conducting user research, usability testing, and data-driven analysis to inform design and technical decisions. Strong background in translating complex findings into clear, accessible, and human-centered digital solutions.

EDUCATION

University of Toronto
Honours Bachelor of Science, Cognitive Science

Toronto, ON
Sep 2021 – June 2026

- Minors: Computer Science, Digital Humanities

MAJOR PROJECTS

- Employee Absenteeism Prediction Models (*ML, Python, TensorFlow*)
- Credit Buddy Management App (*UX Design, Figma*)
- TTC Subway Delays Analysis (*Data Analysis, Pandas*)
- UFO Sightings Interactive Visualization (*D3.js, HTML/CSS*)
- Isabella Stewart Gardner Museum Heist (*Digital Humanities, Omeka Neatline*)

EXPERIENCE

H5P Digital Textbook Volunteer
University of Toronto Libraries

Toronto, ON
Jan 2025 – Apr 2025

- Designed interactive H5P learning activities (quizzes, drag-and-drop exercises, timelines) for a digital Italian food studies textbook.
- Applied instructional design principles to improve student engagement and comprehension.
- Reviewed and edited content for clarity, accuracy, and usability within an academic library context.

Research Assistant
Department of Near and Middle Eastern Civilizations
University of Toronto

Toronto, ON
Oct 2024 - Apr 2025

- Supported faculty research using the KITAB digital corpus to analyze textual reuse in classical Arabic literature.
- Learned and applied a new digital humanities tool for large-scale textual analysis and comparison.
- Produced regular analytical reports contributing to research on intellectual transmission in early Islamic history.

UX Design Study Abroad Program
Designing Systems for Real World Problems

Berlin, Germany
Jul 2024 - Aug 2024

- Collaborated in a 5-person team to design a user-centered solution, progressing from problem definition to high-fidelity prototype in an intensive international studio environment.
- Conducted literature review and primary user research (interviews/usability testing) to define requirements and personas.
- Designed and iterated low- and high-fidelity prototypes in Figma based on usability findings.
- Presented final design and documentation to instructors and peers, synthesizing research insights into actionable design decisions.

CERTIFICATES

UofT SCS Artificial Intelligence

Aug 2026

UofT SCS Data Science

Dec 2025

SKILLS

- DESIGN & VISUALIZATION**
 - Figma
 - Tableau
 - Omeka Neatline
- PROGRAMMING & DATA**
 - Python
 - SQL
 - Javascript
 - HTML/CSS
 - Tensorflow
- RESEARCH & ANALYSIS**
 - User Research
 - Usability Testing
 - Exploratory Data Analysis

FLUENT LANGUAGES

- English
- Arabic

INTERESTS

- Textile arts (cross-stitch, crochet)
- Painting
- Swimming
- Comics/Animation