

Technical Skills

Programming Languages: HTML, CSS, JavaScript

Design Software: Figma, Balsamiq, Adobe Illustrator, Adobe Photoshop, Canva, Axure RP

Technical Software: Visual Code (VS Code)

Data Tools: Google Analytics, SPSS, ATLAS.ti

Testing, Research Methods and Tools: Tree Test, Heuristic Analysis, Card Sort, Contextual Inquiry, Surveys, Interview, Observations, Brain Writing, Sticky notes, Process Flow, Cognitive Walkthrough, First Click Test, Mixed method Research, Pre-Design, Iterative Design, Post Design (Usability evaluation), Study Replication, AEIOU, Web Accessibility Testing

License and Certifications: CITI IRB Certification, Design Thinking - Data Intelligence, Google Analytics

Projects

[Lings Cars Project](#)

Usability Evaluation Methods, School Project

Description: Conducted moderated remote usability testing, assessing navigational flow, visual design, and task completion. Collaborated on identifying user pain points, recommending design improvements, and producing a comprehensive usability report. Applied heuristic analysis, cognitive walkthroughs, and SUS scoring to evaluate satisfaction, and presented findings with actionable insights to enhance the user experience.

[Ease Lease Project](#)

2024

User Centered Design, School Project

Description: Designed an intuitive digital platform to help international students find scam-free apartment listings, match with compatible roommates, and share reviews. Conducted user surveys, developed personas to reflect student challenges, and utilized Figma for high-fidelity prototyping. Applied iterative design processes, organized usability tests, and incorporated feedback to deliver a user-friendly and accessible solution tailored to the needs of international students.

[Hike, IL Project](#)

2024

Prototyping and Implementation, School Project

Description: Designed an intuitive mobile application in sync to the smart watch, to help outdoor enthusiasts discover and navigate Illinois hiking trails. Conducted user surveys and contextual inquiries to understand user needs, developed personas reflecting hikers' preferences, and used Axure for high-fidelity prototyping. Applied iterative design processes, organized usability tests, and refined the app based on feedback, delivering a user-friendly solution tailored to enhance the hiking experience.

[Shien, Project](#)

2024

Information Architecture and Content Strategy, School Project

Description: Designed efficient information structures (site maps) for navigation bars to minimize redundancy in categories and pages for Shien website by employing testing strategies such as Card Sorting, Heuristic Analysis, and Tree Testing. Developed user personas and conducted comprehensive user research and testing to redesign a mobile application for diverse user tasks, utilizing tools like Figma for wireframing.

Education

Master of Science in Human Computer Interaction

Expected 2026

DePaul University – Chicago, IL

Relevant Courses: Intro to User centered Design, Website Design, Scripting for Interactive Systems, Information Architecture and Content Strategy, Prototyping and Implementation, Usability Evaluation Methods, User Research Methods, Accessibility Considerations

Master of Philosophy in Development Studies

2020

Lahore School of Economics (LSE) – Lahore, Pakistan

Relevant Courses: Graphic Designing, Digital Marketing

Bachelor of Science in Business Administration

2017

Forman Christian College (A Chartered University) FCC - Lahore, Pakistan

Relevant Courses: New product Development, Qualitative and Quantitative Research
