

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

- Research Intern in Human-Computer Interaction funded by the National Science Foundation's competitive Research Experience for Undergraduates. Hosted by Iowa State University, the research aims to create a prototype of a web-based interface that empowers first-generation college students through the uncertainties of the college admissions process.
- Developed an interactive empathy workshop that was set up for 100+ students, community leaders, and stakeholders, which identified community assets and challenges with applying to college.
- Using design thinking, analyzed data through user personas, empathy map, journey map, and feasibility and usability chart. Designed a prototype through Figma which garnered positive feedback from the community.
- [The final iteration of the prototype](#) is being used as the foundation for the development of the website.

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 · Frameworks (ASP.NET CORE, Node.js, React, jQuery)

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

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