

Maria Munir

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mariamunir.ca

Profile

An aspiring UX Designer with a design background in Architecture.

I have learned that human-centred design is critical to developing meaningful and successful products and services. My natural curiosity about how people interact with technology has compelled me towards UX Design.

Education

University of Waterloo Candidate for Bachelors of Architectural Studies Honours

| 2017-2022 |

- University of Waterloo Presidents Scholarship
- International Experience Award

Skills

Design Thinking
Workshop Facilitation
Design Research
Storytelling
UI Design
3D Visualizations

Tools

Figma	Vray
Photoshop	Python
Illustrator	Swift
Indesign	Microsoft Office
Enscape	P5.js
Miro	Rhinoceros 7
HTML/CSS/JS	Revit

Experience

TRIUMF: UX Research Intern

| Vancouver, BC Jan-May 2022 |

- Lead User Experience research for future public facing organization website redesign
- Increased stakeholder confidence through research design and gained insights on user needs through ideations sessions, stakeholder interviews, focus groups, and card sorts
- Strategized product roadmap with a small team to optimize resources and delivered a product requirements document, user personas, and user journeys
- Earned outstanding student evaluation

Wazi: UX/UI Designer

| Remote, Jan-May 2022 (Volunteer) |

- Designed and iterated early stage prototype of mental health web app using Figma for Kenyan non-profit company with a small team through Engineers Without Borders
- Conducted and lead inquiry in remote research with Kenyan team to ensure design direction meet user and business needs by understanding user journeys and flows
- Created style and branding for mobile web app, and a documentation file for future development implementation

HOK Group: Design Intern

| Toronto, ON Sept-Dec 2019 |

- Collaborated with engineering consultants and key stakeholders to meet critical visualization and design studies deadlines
- Discovered inefficiencies in passenger flow and used comprehensive design research to develop sketches to communicate better passenger pathways
- Extensively used Photoshop, Indesign, Illustrator, and Rhino to create diagrams and renderings for 3D prototypes used for the design of Pearson International Airport Terminal 3 Extension

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Experience

Parkin Architects: Architectural Design Intern

|Toronto, ON Jan-Aug 2021|

- Analyzed local history, building codes, and previous designs for insights to optimize local resources and funding for strategic community design
- Designed and iterated various layouts for large scale planning solutions based on stakeholder meetings focusing on community needs over time
- Created and simplified 3D visualizations of operating rooms, collaborated with healthcare designers to enable both a greater internal understanding and present to user groups for participatory design meetings
- Received outstanding student evaluation for proactive engagement and excellent work

WalterFedy: Architectural Designer

|Kitchener, ON Jan-May 2019|

- Independently redesigned existing school facility to accommodate modern special education needs under strict budgetary constraints and ministry requirements
- Created 3D models and drawings in AutoCAD and SketchUp to aid in the development of sustainable design for schools and offices

Projects

UX Case Study: Diario

- Conducted 6 discovery interviews, content audit, and card sort to gain insights on ways to improve information architecture and features of mobile app to increase usability.

UX/UI Design: GiveMeASign

- Researched user needs to inform direction of a gesture recognition survey app and designed the logo, branding, and interface with Illustrator and Figma. Collaborated with developers team members to strategically implement the designs within 36 hours for submission at Hack the North.

Relevant Courses

Customer Experience Design
Coding Design
UX and Architecture
Cybnetics and Society

Languages

English
French
Urdu

Interests

Creators and creatives
Urban technology
Sustainability
Painting
Hiking