MAAZ MUNIR

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EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE   **Irvine, CA**
Bachelor of Science in Informatics: Human Computer Interaction   **June 2019**
Awards: Associate of Science in Computer Languages

SKILLS

Development: HTML/CSS, Javascript, React/Redux, jQuery, Wordpress, Woocommerce, Python, Bootstrap, A/B Testing
Design: Illustration & UI Graphics, Sketch Illustrator, Concept Sketches, Wireframing, Storyboarding, Prototyping

EXPERIENCE

Mint Mobile / Ultra Mobile   **October 2019 – Present**
Software Engineer I - Front-End
- Influence design, direction and development decisions to improve the user interface and experience of both the Mint and Ultra ecommerce platforms impacting an audience of 100,000 daily visitors.
- Remodeled the sites main validation flow, used to determine device compatibility, with stateful user interfaces.
- Built the infrastructure for electronic subscriber identity module (eSim) as an alternative shipping option available to users on checkout.
- Supported the launch of high volume single page applications, led by Ryan Reynolds, by working with creative and CRO teams.
- Overhauled existing CSS architecture with CSS Grid while leveraging atomic design and BEM naming conventions.

theCoderSchool   **May 2018 – August 2019**
Coding Instructor
- Taught students coding techniques by developing their critical thinking skills and breaking down complex problems to individual learning levels.
- Helped students develop an understanding of logical principles, intricate data structures, game development, web-design layouts and front-end development.
- Developed and implemented a comprehensive lesson plan that accommodated a wide variety of learning levels while offering support to make certain each student was able to grasp multifaceted concepts.

TEAMKIDS SUPERHEROES   **October 2018 – March 2019**
User Experience Researcher & Designer
- Developed new and existing features and delivered improvements to the TeamKids platform.
- Created user journeys, storyboards, wireframes and interactive prototypes through initial research of user needs, project goals, usability testing and iterative design to develop an intuitive and engaging product for participating children.
- Delivered engaging and visually compelling web designs with user-friendly UI that are cross-browser compatible and mobile responsive.

CRAIGSLIST REDESIGN   **March 2018 – June 2018**
User Experience Researcher & Analyst
- Worked closely with designers to establish requirements and provide usable but easily implemented solutions that conformed to user-centered design principles
- Analyzed and synthesized qualitative and quantitative data by conducting usability tests, cognitive walkthroughs, and A/B testing to ultimately distill meaningful findings informing the design process.
- Produced and submitted a 100-page final report detailing outcomes, storyboards, personas, mockups, scenarios, and overall recommendations for the site.

KWALL   **June 2016 – August 2016**
Web Developer
- Oversaw the client work of seven major web development projects: Harlem Globetrotters, Florida State University, San Diego State University, Pomona College, California State University Long Beach, and Howie's Pizza.
- Improved user experience for high traffic organizational websites by designing and implementing new modules and