MAAZ MUNIR

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EDUCATION

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

SKILLS

Research: Interview, Contextual Inquiry, A/B Testing, Cognitive Walkthroughs, Usability Testing, Data Analysis
Design: Illustration & UI Graphics, Sketch Illustrator, Concept Sketches, Wireframing, Storyboarding, Prototyping
Development: C++/C, Java, Python, MySQL, SQL, HTML/CSS, Bootstrap, Javascript, jQuery, React

EXPERIENCE

theCoderSchool   **Irvine, CA**
Coding Coach   **May 2018 – Present**
- Teach students coding techniques by developing their critical thinking skills and breaking down complex problems to individual learning levels.
- Help students develop an understanding of logical principles, intricate data structures, game development, web-design layouts and front-end development.
- Develop and implement a comprehensive lesson plan that accommodates a wide variety of learning levels while offering support to make certain each student is able to grasp multifaceted concepts.

KWALL   **Newport, CA**
User Experience Researcher   **June 2016 – August 2016**
- 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 customer experience for high traffic organizational websites by designing and implementing new modules and interfaces through desktop, mobile and smartphone interfaces
- Oversaw the server application of each project ensuring both the front-end and back-end were synchronized.

PROJECTS

CRAIGSLIST REDESIGN   **March 2018 – June 2018**
User Experience Researcher & Analyst
- Analyzed Craigslist to look at possible areas of improvement based on design principles. My role was to influence design, direction and provide development decisions to improve the user experience of the website.
- Analyzed and synthesized qualitative and quantitative data by conducting usability tests, cognitive walkthroughs, and A/B testing to ultimately distill meaningful findings informing the architecture design process.
- Produced and submitted a 100-page final report detailing outcomes, storyboards, personas, mockups, scenarios, and overall recommendations for the interface.

HARLEM GLOBETROTTERS SITE   **June 2016 – July 2016**
Full-Stack Developer
- Remodeled the positioning, size, gradient/color, and developed the navigation bar improving the user experience of the websites projected 30,0000 daily visitors.
- Strategized and analyzed product design with Graphic Designers, Product Managers, UX team and Project Managers to develop a fully-functional, cross-platform website.
- Integrated social media platforms into the website increasing following and online presence by 60%.

EDUCATION APPLICATIONS HACKATHON   **April 2016 – May 2016**
Full-Stack Developer
- Developed a fully functional web application with an intuitive user interface allowing professors to easily access student data.
- Troubleshooted issues affecting design, databases, and development environments as requested.
- Won the first place prize and received funding to continue the development of the project.