MAAZ MUNIR

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EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE   **Irvine, CA**
Bachelor of Science in Informatics: Human Computer Interaction   **Expected June 2019**
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   **May 2018 – Present**
Coding Coach
- 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.

TEAMKIDS SUPERHEROES   **October 2018 – March 2019**
User Experience Researcher & Designer
- Influenced design, direction and development decisions to improve the user experience of the TeamKids Superheroes website impacting an audience of nearly 70,000 children across the West Coast.
- 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 conform 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 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%.

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 interfaces through desktop, mobile and smartphone interfaces.