Melisha Shakya

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I am a curious, coffee-fueled UX/UI designer-in-training. I have experience using user-centered design tools to create prototypes and wireframes, including web applications. I'm all about blending creativity and logic through a clean interface or a quick doodle.

SKILLS

Design Tools: Figma, Adobe Creative Cloud (Photoshop, Illustrator, InDesign, XD, Dreamweaver), Framer, Sketch
Design Skills: UX/UI Design, Wireframe, High/Low-Fidelity Prototyping, Usability Testing, A/B testing, User research, Responsive Web Design, Agile Development, Graphic Design, Design Principles
Front-End Development: HTML, CSS, JavaScript, SASS, React, Bootstrap, jQuery, Redux, RESTful APIs, AJAX, JSON, Responsive Layouts
Back-End Development: Java, Scala, MySQL, Mongo, PostgreSQL, Web Development
Software Development & Collaboration: Object-Oriented Programming (OOP), Data Structures, Docker, Kubernetes, CI/CD, Git/GitHub, VSCode, IntelliJ, Zenhub, Slack, Project Management, Team Collaboration

EDUCATION

Master of Science in User Experience – Arizona State University
Jan 2025 - Present   GPA: 4.00
Tempe, AZ
Bachelor of Science in Computer Science – University at Buffalo
Aug 2019 - May 2023   GPA: 3.65
Buffalo, NY

CERTIFICATION

Front End Development Libraries
Responsive Web Design
Spring Boot 2.0 Essential Training
Programming Foundations: APIs and Web Services
PostgreSQL Essential Training
Node.js Essential Training: Web Servers, Test, and Deployment

PROJECTS

Type Persona Specimen (Mobile Application Design) – *April 2025 - May 2025*
- Designed a user interface app for mobile that serves as an interactive tool to explore and evaluate a single typeface in detail that contains the Baskerville font family by URW Type Foundry.
- The design process involved research & type analysis, 10 unique wireframes, low/high fidelity prototype, and user interactive design.
- Tools used: Figma, Adobe Fonts, Google Fonts

CarPool Bull (Web Application Design) – *June 2023 - Aug 2023*
- Designed an intuitive UI for a ride-sharing application that is tailored for students, enabling them to request/offer rides to local stores.
- The design process involved research & user analysis, desktop/tablet wireframes and interactive high fidelity prototype.
- Tools used: Figma

Study Seeker Application (Web Application Development) – *Jan 2022 - May 2022*
- Implemented student app fostering growth and academic success enabling connections based on shared academic interest.
- Effective collaboration with a cross-functional team to create UX/UI design and build it into a fully functional community platform web app. Organized objectives and issues with Agile Methodologies.
- Tools used: React App, HTML, CSS, ZenHub, Figma, GitHub, React API, Adobe Illustrator

WORK

FedEx Office, CA: Store Consultant – *March 2024-present*
- Manage and coordinate complex, high-volume projects, ensuring accuracy, efficiency, and timely delivery based on client priorities.
- Provide consultative support to clients by analyzing project needs, offering tailored solutions, and delivering high-quality service.

University at Buffalo, NY: Undergraduate Research Assistant – *May 2021 - Aug 2021*
- Researched deep learning algorithms and applied machine learning to facial expression recognition using ear canal transfer functions.
- Contributed to data analysis, documentation, and presentations, strengthening both technical and communication skills.

ACHIEVEMENTS

- Presented a web application leveraging open APIs at UB Hackathon 2019, demonstrating innovation and technical problem-solving.
- Ranked in the Top 10 among 52 participants in a competitive coding competition (2018).
- Awarded Excellence in Graphic Design (2019) for creativity and design proficiency.