

Melisha Shakya

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SUMMARY

I am a curious 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.

EDUCATION

Master of Science, User Experience

Arizona State University, Tempe, AZ

Jan 2025 – Present

GPA: 4.00

Bachelor of Science, Computer Science

University at Buffalo, Buffalo, NY

Aug 2019 – May 2023

GPA: 3.65

SKILLS

Design: UX/UI Design, Human-centered Design, Design Systems, Wireframing, High/Low-Fidelity Prototyping, Responsive Web Design, Agile Development, Graphic Design, Mobile App Design, Object-Oriented Programming (OOP)

Research: A/B Testing, User Research, User Testing, Usability Testing, Data Interpretation

Front-End: HTML, CSS, JavaScript, SASS, React, Bootstrap, jQuery, Redux, RESTful APIs, AJAX, JSON

Tools: Figma, Adobe Creative Cloud (Photoshop, Illustrator, InDesign, XD, Dreamweaver), Framer, Sketch, GitHub, Zenhub, VSCode, macOS, Slack

PROJECTS

Type Persona Specimen (UX/UI Mobile Design)

April 2025 – May 2025

- Designed a mobile user interface app focused on exploring and evaluating the Baskerville URW typeface.
- Conducted typeface analysis across 10 unique wireframe variations and both low/high-fidelity prototypes in **Figma**.
- Focused on typographic accessibility by testing readability using **Adobe Fonts** and **Google Fonts** during type integration.

CarPool Bull (UI/UX Design & Project Strategy)

June 2023 – Aug 2023

- Designed an intuitive UI for a student focused ride-sharing app, allowing users to easily request and offer rides to local stores.
- Conducted user research, budget analysis, along with project deadline planning and created desktop/tablet wireframes and developed an interactive high-fidelity prototype in **Figma**.
- Attained an 80% increase in NPS, through design improvements, particularly for students without personal transportation and ensuring a quality delivery under 5 months.

Study Seeker Application (Web Application Design & Development)

Jan 2022 – May 2022

- Developed a student-focused web app to promote academic success, enabling users to connect based on shared academic interests, create study groups, and post relevant content.
- Collaborated with a cross-functional development team to design the UX/UI with **Figma** and implemented the app using **React**, **HTML**, **CSS**, and **React API**, with **GitHub** for version control.
- Conducted **A/B testing** and **usability testing** with users, leading to 30% increase in user engagement and 20% NPS increase.
- Incorporated **Agile methodology** and **ZenHub** for efficient task management, ensuring 100% adherence to project milestones.

EXPERIENCE

Undergraduate Research Assistant, University at Buffalo

May 2021 – Aug 2021

- Researched deep learning algorithms and applied machine learning techniques to facial expression recognition using ear canal transfer functions.
- Contributed to data analysis, documentation, and presentations, strengthening both technical and communication skills.
- Collaborated with the team on Python app development (planned, but not executed) for facial recognition, gaining insight into full-cycle application development.

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