

# Madeleine Kimberly Surjani

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## Education

University of California, Irvine, GPA: 3.25

Graduated

**B.S. Informatics:** Specialization in Human Computer Interaction

## Leadership Projects (Project Management)

Stroke Rehab Telerehabilitation Computer System: *Project in Health Informatics*

January 2016 – March 2016

- Work in a team of five for the UCI Health to create a prototype of two games for stroke patients.
- Execute the team by being the main client communicator which involved attending meetings, taking notes, and presenting to the clients.
- Interview the therapist and the coordinates to help clarify and understand the potential goals of the project.
- Build the affinity diagram by organizing the data collected to identify the issues and to develop the design solutions.
- Prototype the wireframe into two games using Balsamiq and Invision.

Electronic Educational Environment: *Usability Course Management*

April 2015 – June 2015

- Evaluate the usability of CANVAS (new education platform) with a team of four.
- Operate the team by being the main client communicator which accounted for attending meetings, presenting to clients, and ensuring customer requirements are met.
- Conduct Heuristic Evaluations, cognitive walkthroughs, think-alouds, and interviews with participants.
- Redesign the system by prototyping the design using Balsamiq according to the participants' feedbacks.

## Teamwork Projects: UX/UI Design Projects

Daigou: *eCommerce Web Application*

April 2016 – June 2016

- Collaborate in an eCommerce web application prototype in a team of four.
- Conduct user research by observing and interviewing participants to collect data for ideation stage.
- Design affinity diagram using the gathered data for project clarification during Brainstorming activity.
- Model personas and storyboards to highlight and capture the goals and issues for design solutions.
- Collaborate in prototyping the design using Balsamiq and Invision.
- Tested the usability of the prototype through Heuristic Evaluations and cognitive walkthroughs.

Roots: *Productivity Web Application*

January 2015 – March 2015

- Design a productivity web application with a team of five.
- Interview students regarding their productivity to gather data and gain understanding of the system-to-be.
- Collaborate in affinity diagram using the gathered data to determine issues and accomplish design goals.
- Participate in storyboards and personas to create design solutions.
- Contribute to wireframing the system using Balsamiq.
- Evaluate the usability of the system using Heuristic Evaluations and think alouds.

Green Campus Initiative: *Mobile Application*

January 2015 – March 2015

- Elicited requirements with a group of six to understand pre-existing system.
- Collaborated in creation of models: stakeholder model, goal model, usage model, and class diagram model.

**UX Design Skills:** User Research • Usability Tests • Storyboard • Persona • Cognitive Walkthroughs • Heuristic Evaluations • Think Alouds • Wireframing • Mockups • Prototyping • Balsamiq • Invision • Sketch • Axure • Photoshop

**Development Skills:** HTML5 • CSS • JavaScript • Java • Python • C++ • MySQL

## Work Experience

- Seasonal Ross Associate – Cashier
- Varsity Tutors – Onsite and Online Tutor

October 2016 – December 2016

January 2017 – March 2017

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