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NABEEHA FATIMA

T-shaped Designer | User Experience Researcher | EdTech enthusiast

EDUCATION



Carnegie Mellon University

Masters in Educational Technologies and
Applied Learning Sciences | 2020
Human-Computer Interaction Institute

Bachelors in Information Systems | 2013
CMU Heinz College

COURSES

User Centered Research and Evaluation
Transformational Game Design Studio
E-Learning Design and Principles
Human Factors
Educational Goals, Instruction and
Assessment
Service Design
Tools for Online Learning

AWARDS

METALS Merit Scholarship, CMU

Best Design (Grade Projector Application),
Carnegie Apps Hackathon, CMUQ

Finalist, Interactive Learning Module, AIS
Student Chapter Conference, USA

SKILLS

Design

UX UI Curriculum Development Backwards Design
Adobe InDesign Adobe Illustrator Balsamiq
Figma Sketch Unity

Research

Heuristics Evaluation Usability Testing CTA
User Journey Mapping Quantitative Analysis
A/B Testing Stakeholder Mapping
Contextual Inquiry

Technical

Android Development HTML CSS Java Python
Ruby SQL

EXPERIENCE

Program Coordinator | 2017 - 2019

Qatar Computing Research Institute, Creative Space Lab | Qatar

- Designed curriculum and collaborated with stakeholders for middle schoolers on robotics where they learned to program Cozmo
- Organized workshops, trained and scheduled staffing to assist in the facilitation of programs including volunteers for 2K+ students
- Created new instructional material for Computer Science Education in 12+ after school programs
- Designed website to establish the online presence for the Lab

Business Analyst (UX/UI Focus) | 2015 - 2017

Ministry of Transport and Communications, Innovation Lab | Qatar

- Designed personas and UX journey for the pilot showcase of autonomous drone delivery for the national postal agency
- Initiated nation wide policy research and development for drone regulations
- Conducted Design Thinking workshops with stakeholder of Smart Nation Proof of Concepts
- Developed internship program for 15+ students to further R&D capabilities and promote local academia engagement

Research Associate | 2014 - 2015

Carnegie Mellon University, Computer Science

- Developed front-end of android application using Bluetooth for facilitating implementation of a new programming language
- Created UI prototypes with special attention to android app specs
- Conducted playtesting and usability studies with eye tracking analysis to drive development iterations

PROJECTS

UX and Development Lead (METALS Capstone) | Present

MindEdge | Pittsburgh, USA

- Organized ideation workshop to identify personas, pain points and establish potential project scope for client kickoff
- Conducted cognitive walkthroughs for preliminary background research to investigate current application experience

Designer | 2013

Ministry of Interior | Qatar

- Designed a mobile-friendly application that aimed at promoting internet safety for kids and parents
- Conducted weekly meetings with the client to keep track of the development of the application and user requirements

PUBLICATIONS

Lam, Edmund S L & Cervesato, Iliano & Fatima, Nabeeha. (2015). *Comingle: Distributed Logic Programming for Decentralized Mobile Ensembles*. 9037. 10.1007/978-3-319-19282-6_4.