NINA SAKHNINI

UI / UX ENGINEER

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🌐 www.ninasakhnini.dev

WORK EXPERIENCE

UI / UX ENGINEER

Caterpillar, Inc
2021 - Now

- Designing interactions and UI components for cutting-edge engineering software.
- Using a user-centered methodologies to elicit interface (re)design requirements.
- Conducting UX research.

TEACHING ASSISTANT

University of Illinois at Chicago
Multiple Semesters
2020 - 2021

- CS 141 Programming Design II (freshman) and CS 362 Computer Design (junior).
- Scored over 4.5/5 on average in the UIC TA evaluations of 100+ students.
- Selected excerpts from my students' feedback: "made labs easy and fun!", "cared about us understanding the material", and "never made me feel that I was lacking".

COURSE INSTRUCTOR

University of Illinois at Chicago
Summer 2021

- CS 362 Computer Design: Taught junior students computer concepts and design and gave them hands-on experience with microcontrollers.
- Scored over 4.6/5 on average in the official UIC course evaluations of ~20 students.
- Selected excerpts from my students' feedback: "good at explaining", "always willing to help", and "my favorite teacher by far".

EDUCATION

DOCTOR OF PHILOSOPHY IN COMPUTER SCIENCE

University of Illinois at Chicago
2019 - 2024

- Major GPA: 3.75 / 4.00
- Research: Designing technologies to help older adults and marginalized groups.
- Advisor: Debaleena Chattopadhyay

MASTER OF SCIENCE IN COMPUTER SCIENCE

University of Illinois at Chicago
2016 - 2019

- GPA: 3.57 / 4.00
- Master's Thesis: Towards Self-Tracking Personal Pollution Exposure using Wearables.
- Advisor: Debaleena Chattopadhyay

BACHELOR OF SCIENCE IN COMPUTER ENGINEERING

Jordan University of Science and Technology
2011 - 2016

- GPA: 80.5%
- Senior Project: HCI Application for disabled people.
- Advisor: Muhannad Quwaider

SKILLS

PROGRAMMING

- C, C++
- Python, Jupyter, Pandas
- JavaScript, D3.js, THREE.js, Node.js, Express.js
- C#
- Java, Android Develpment
- R, Matlab
- SQL, Databases

TOOLS AND TECHNIQUES

- User-Centered Techniques
- Data Science and Visualization
- Qualitative and Quantitative Research Methods
- Software Engineering
- 3D Modeling and Game development
- Microcontrollers, Hardware and Fabrication
- Teaching