Parima Sahbai

UI/UX Designer and Engineer

FDUCATION

Master of Computer Science (MCS)

University of Virginia

Aug 2018 - Dec 2019, Virginia

GPA: 3.68

Bachelor of Computer Science (BA), Studio Arts (Minor)

University of Virginia

Aug 2014 - May 2018, Virginia

GPA: 3.52

Honors: Miller Arts Scholar

Study Abroad: Seoul National University (2017), Korea University (2016)

EXPERIENCE

Adobe UX Design Immersive Scholar

General Assembly

Jan 2021 - Present, Remote

Received a full scholarship from Adobe after a competitive selection process with an acceptance rate of 13%. Immersive 12-week program with 400+ hours of instruction time catered to learning UX design principles such as wireframing, prototyping, user flows, interaction design, visual design, accessibility, and UX best practices and standard conventions.

Summer Games Intern

Booz Allen Hamilton

July 2019 - Aug 2019, Virginia

Lead designer and developer, redesigned and coded a legacy beta interface for the NASA POWER app. Conducted user interviews, defined usability issues and addressed scalbility problems. Presented an interactive mockup using Adobe XD, and went on to code a prototye in Javascript.

Summer Intern

NASA Langley Research Center

Jun 2017 - Aug 2017, Virginia

Designed a GUI for old, propreitary NASA code that faced usability issues. Created the product roadmap from mockups and wireframing, and to final development in Java.



🖐 www.parimasahbai.com



ps4ww@virginia.edu



757-803-0604



Virginia and Oregon, USA



in in/psahbai

Skills

User Experience and Interface Skills

User Interface Design

Wireframing

Prototyping

Sketching and mockups

Usability Testing

Illustration

User Journey Mapping

Developer Skills

Python

Java

JavaScript

HTML/CSS

C++

MySQL (Databases)

Machine Learning

Tools

Adobe XD

Fiama

Sketch

Invision

Adobe Photoshop

Adobe Premiere

Languages

English (native)

Farsi (native)

Korean (Advanced)