Parima Sahbai

UI/UX Designer and Engineer

EDUCATION

Adobe UX Design Immersive Scholar

General Assembly

Bootcamp: Full Scholarship from Adobe to learn UX design principles from user research, to wireframing and fully working prototypes.

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

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 scalability problems. Presented an interactive mockup using Adobe XD.
- Coded a prototype using HTML, JS, and CSS, worked with an agile team to revise/test to better user experience.

Summer Intern

NASA Langley Research Center

Jun 2017 - Aug 2017, Virginia

- Designed a GUI for old, proprietary NASA code that faced usability issues. Created everything from the product roadmap to mockups, wireframing, and final development in Java.
- Presented usability research and project to 40+ NASA branch employees with a 20% increase in usability.



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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

Figma

Adobe XD

Sketch

Invision

Adobe Photoshop

Adobe Premiere

Languages

English (native)

Farsi (native)

Korean (Advanced)