

HAMD REHMAN

PREFERRED NAME: NAWAL REHMAN

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Portfolio Website: <https://rehmannn21.github.io/>

EXECUTIVE SUMMARY: INFORMATICS – HCI STUDENT AT UC IRVINE WITH STRONG FOUNDATIONS IN USER-CENTERED DESIGN AND PRODUCT THINKING. EXPERIENCED IN APPLYING DESIGN THINKING, RESEARCH, AND ITERATION TO REAL-WORLD PRODUCTS ACROSS WEB AND MOBILE PLATFORMS. COMFORTABLE COLLABORATING WITH CROSS-FUNCTIONAL TEAMS AND TRANSLATING USER NEEDS INTO CLEAR DESIGN DELIVERABLES.

APPLYING FOR A PRODUCT DESIGN ROLE WITH HANDS-ON EXPERIENCE IN UI/UX DESIGN, PROTOTYPING, AND USABILITY TESTING.

EDUCATION

University of California, Irvine

June 2025

Bachelors of Science Informatics - Human Computer Interaction

Coursework: User Interaction SW, Project in SFT SYS DES, Project Management, Software Design, SW TEST&QUAL ASSUR

EXPERIENCE

Code Ninjas

Rolling Hills Estates, CA

Coding Instructor

2025-Present

- Teach coding fundamentals to students aged 7–14 using platforms such as Unity and Scratch, fostering problem-solving and computational thinking.
- Guide students through debugging, helping them understand errors and develop troubleshooting strategies.
- Adapt explanations and lesson pacing to suit varying learning styles and experience levels.

House of Charizma USA

Torrance, CA

Online Store & Customer Experience Manager

2025-Present

- Manage end-to-end customer experience for an e-commerce platform handling 50–100+ weekly orders.
- Collaborate with suppliers and internal stakeholders to ensure accurate inventory and consistent service quality.
- Streamlined fulfillment and return workflows to reduce friction and improve overall user experience.

Personable Inc.

Fountain Valley, CA

Software Engineer Intern

Jan 2025-Feb 2025

- Contributed to ScanWriter, an AI-powered data automation tool used by 500+ business customers.
- Cleaned, transformed, and structured raw data to ensure high-quality inputs for machine learning models. Which led to 96% accuracy.
- Iteratively trained and tested models to optimize performance, feeding improvements back into the data pipeline.
- Identified and resolved issues related to data inconsistencies and model performance.
- Maintained clear and structured documentation for and model evaluation process.

Projects

Bento Buddy (nutrition tracker)

- Developed a responsive, multi-section personal website featuring interactive buttons and a clean, modern design.
- Implemented dynamic navigation and ensured cross-device compatibility for an optimal user experience.

Crowdy (mobile app)

- Co-developed an app that shows real-time crowd levels at various campus locations.
- Conducted user feedback analysis to iterate on information architecture, interaction flow, and visual clarity.
- Designed wireframes and prototypes in Figma to communicate design decisions with teammates.

IceMan

- Built an oil-digging simulation game using object-oriented design principles in Xcode.
- Used GitHub for version control and team collaboration.

Travel Website

- Designed and built a multi-page website simulating a travel experience, with functional UI elements and smooth navigation.
- Focused on accessibility, responsiveness, and user-friendly layout to enhance engagement.

SKILLS & PROGRAMMING LANGUAGES

- **Design:** Figma | **Programming:** HTML, CSS, JavaScript, C++, Java, RStudio | **Tools:** Git, GitHub
- **UX Methods:** Wireframing, Prototyping, User Research, Personas, User Feedback Analysis, Usability Testing