TALIA BAHAR

tbahar@lion.lmu.edu | taliabahar.github.io/Personal-Website
linkedin.com/in/talia-bahar | github.com/taliabahar | behance.net/taliabahar

SKILLS

Programming Languages

JavaScript
Java
HTML
CSS/Sass
Python

Technologies

React
GitHub
Git
Adobe Illustrator
Adobe Photoshop
Adobe XD
Adobe InDesign
InVision
Node.js
Maven
MongoDB
CLI

UX Methods

Wireframing
User Testing
User Research
Personas
User Journey Mapping
Affinity Mapping
Storyboarding
Data Presentation

Design

User Interface Design
Interaction Design
Illustration
Branding
Logo Design
Product Design
Digital Design
Style Guides
Presentation Design
Drawing

Languages

English
Farsi

EDUCATION

Loyola Marymount University (LMU)
Bachelor of Science, Computer Science
Minor: Studio Arts - Graphic Arts Emphasis
GPA: 3.51 / Dean's List Fall 2018, Fall 2019
Expected May 2021 | Los Angeles, CA

Affiliations: Assoc. of Computing Machinery (Events Chair), Society of Women Engineers, Han Tao

WORK EXPERIENCE

Mozilla's Fix-the-Internet Hackternship — *Intern*   Feb 2020–May 2020
Los Angeles, CA

- Created an MVP for an original app idea on a team of 3 to counter the spread of misinformation on the internet. Served as a Front-End Developer and UX/UI lead.
- Received mentorship from Mozilla professionals and strengthened React skills.
- Individually created low-fi and mid-fi wireframes, collected user research, created user personas, ran user tests, and designed all app artwork.

Google Computer Science Summer Institute — *Teaching Assistant*   Aug 2019
Los Angeles, CA

- Assisted with JS, Python, HTML, CSS, and Google App Engine lessons with a focus on debugging, API integration, front-end, and web app development.
- Mentored and taught 18 incoming LMU freshmen for 11 hours a day over the course of 3 weeks.

Google CodeU — *Program Participant*   May 2018–Aug 2018
Los Angeles, CA

- Collaborated with a team of peers to create a chat app using Java, HTML, CSS, Google Cloud Platform APIs, including App Engine and Datastore.
- Gained experience in both back-end and front-end development by implementing text styling properties and a notification system.
- Contributed to open-source software using Git and GitHub, conducted regular code reviews with/for teammates, and extended an existing codebase.

PROJECTS

RE — *Lead UX/UI Designer + Front-End Developer*   July 2020–Current

- Developing environmental app coded in both React and React Native. Individually wireframed and created all artwork for web and mobile app versions using Adobe Illustrator and Adobe XD.

JAG Mobile App — *UX Designer*   Nov 2020–Dec 2020

- Developed original app idea to help college students form genuine connections amidst social and academic anxieties for an Intro UX course semester project using Adobe XD and Illustrator.
- Created low, mid, and high fidelity wireframes, user journey maps, an information architecture, a style guide, and a storyboard. Conducted multiple user interviews and tests throughout the design process.

Package Tracker Web App — *Developer*   Oct 2019–Nov 2019

- Individually wireframed, developed, and tested a single-page React web app that tracks packages given a carrier and tracking number designed to satisfy Nielson's 5 usability metrics. Utilized 2 APIs to display a package's current delivery status and location on a map within a React Modal.
- Researched popular usability guidelines and created all app artwork in Adobe Illustrator.