Education

Missouri University of Science and Technology: Computer

Science + Human-Computer Interaction Minor

August 2016 - May 2017

- o Participated in Sig-Game Web, an organization tasked with building websites and web apps for different organizations around campus.
- o Used several JavaScript frameworks including VueJS and ReactJS.

DePaul University: User Experience BS (Development

Concentration) + Computer Science Minor

August 2017 - December 2020

- o DePaul User Experience Association
- o Go/Chess Club
- o InterChorus Acapella Group
- o DePaul Vocal Jazz Ensemble
- o Competitive Super Smash Bros. Club

Experience

Nihal.tv: Full-stack Web Development & UX

October 2019

- O Designed mock-ups and wireframes for film portfolio site using Figma
- Developed frontend using VueJS
- O Developed custom CMS backend tool for project uploads using Firebase and VueJS

Floors: Graphic Design & UX

July 2019

- O Built mobile app mockups/wireframes using Figma
- O Designed logo using Figma

Quick Keys: Web Development & Graphic Design

July 2018

- Built locksmith website using HTML, SASS, and Jquery.
- O Designed logo using Adobe Illustrator.

Backpack Barber: Graphic Design and UX

January 2017

- O Built mobile app mockups/wireframes using Axure RP.
- Built front-end for app using Google's Flutter framework.
- O Designed company logo using Adobe Illustrator.

Coding Dojo: Mentor

January 2015

- o Trained young coders and helped introduce them to the world of software engineering with basic game development, web design, and mobile app development.
- o Used HTML, CSS, JQuery, and GameMaker to help kids build interactive experiences.

Summarv

I'm a creative technologist specializing in front-end web development, UX, graphic design, and illustration. I craft software with both usability and beauty in mind, fueled by a passion for creating experiences that are both functional and fun. I've sketched designs for user interfaces since I was a kid. I've been coding them up for a few years now and I'm excited to learn how to build them at scale.

Research

• Monday.com: Usability Analysis

Winter 2019

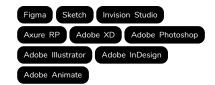
- o Conducted user research on the Monday.com
- · Research included user interviews, usability tests, and questionaires.

· Material Design: HCI Analysis

Fall 2016

- · Analyzed Google's Material Design philosophy and guidelines.
- Deliniated Material Design's origins, and what developers and designers can learn from it.

Design Tools



Front-end Skills



Back-end Skills

