

# CSS 497 Abstract Form

# Name: Mohammed Al-Azadi

**Faculty Advisor:**  Annuska Zolyomi

**Quarter/Year:** Summer 2023

**Title**: UX Design Internship at Nutanix

Nutanix aims to provide a single, simple, open software platform for all hybrid and multi-cloud applications and their data. The purpose of this internship to solve the problem of responsiveness within Prism Central. As a UX Designer I needed to use my skills to make Prism Central feel more responsive and real time to the users. Throughout the years Nutanix customers have complained that Prism Central doesn’t feel live when working on it.

The initial phase, I delved into empathizing with the user and understanding the problem at hand. This involved interacting with various individuals within the company to gather crucial data that could aid in addressing the issue effectively. Additionally, I conducted a competitive analysis to gain insights into Nutanix competitors' strategies. Engaging with different perspectives was fascinating, although identifying the competitors and understanding their market edge proved to be a significant challenge. Nonetheless, I found solutions to these obstacles.

The second phase was one of the highlights of my internship. I participated in the Nutanix U-Hack hackathon, collaborating with other interns to work on a project aimed at improving Nutanix. This collaborative setting reminded me of my university and added an element of excitement to the experience. My team faced the challenge of managing time efficiently and meeting project deadlines, but our hard work paid off as we secured an impressive 2nd place in the hackathon. This achievement brought a sense of accomplishment and boosted my confidence.

The third phase, I focused on brainstorming solutions for the problem statement. Engaging in the crazy 8 design sprint and developing lo-fi prototypes was a novel experience for me, as I usually worked in a group during my classroom settings. Then the lo-fi prototypes translated to the hi-fi prototypes via the use of Figma. The main challenge during this phase was generating eight unique and viable ideas to address the problem. Despite the challenge, I enjoyed the process of working individually and came up with innovative solutions.

To conclude, I'm grateful that I was able to work on an issue that really needed to be resolved and make an impact in my short 10 weeks. This internship holds immense significance in my professional growth because it helped improve my skills that consist of but not limited to UX research, user experience, communication, requirement analyses, prototyping, wireframing, and Figma. I look forward to applying the lessons learned in future endeavors.

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