

ZAYNA SAYYED

(832) 806 8879 • 55.zayna.s@gmail.com • linkedin.com/in/zayna-sayyed • github.com/zzayyna • zzayyna.github.io/zaynasportfolio/

EDUCATION

Texas A&M University, *College Station, TX*

Aug 2023 – May 2027

Bachelor of Science in Computer Science, Minors in Graphic Design and Psychology | 3.95 GPA

Organizations: Product@TAMU, *Product Designer* | Society of Women Engineers, *Member* | A-line Magazine, *Photographer*
| Amazon AWS Cloud Cohort, *ReachBack Registrant* | Kode with Klossy, *Alum*

SKILLS

Languages: Python (pandas, numpy, matplotlib), Java, C++, JavaScript (Node.js, jQuery), HTML, CSS

Tools/Competencies: GitHub, VS Code, Figma, Adobe Creative Suite, Web Dev, Data Visualization, Agile, UX, Prototyping

EXPERIENCE

Instructional Design & Multimedia Assistant

Sep 2025 – Present

Texas A&M University - College of Engineering

- Assisting in the development of digital learning materials for three graduate-level computer science online courses.
- Using Microsoft Suite, LaTeX, Descript, and prompt engineering to produce digitally accessible and optimized content.
- Collaborating with the team to build workflows and streamline the course development process.

Product Development Contributor

Sep 2025 – Present

Julie Products Inc.

- Testing prototype functionality and usability across three workshops, providing actionable insights and shaping upcoming AI-driven healthcare guidance features.
- Supported the end-to-end redesign of the Julie website using Figma, contributing to design decisions and alignment.

Texas A&M University - Peer Mentor

Aug 2024 – Present

Office for Student Success

- Serving as a peer mentor for a class of 25+ freshmen. Working with the class instructor to plan and lead each class.
- Equipping students with information, campus resources, personalized guidance, and one-on-one meetings to aid them in their transition to college.

PROJECTS

Boba Shop POS System, *CSCE 331 Project*

Sep 2025 – Present

- Building a full-stack Point-of-Sale system based with cashier, customer kiosk, and manager functionalities.
- Handling data through a Posgresql database,; using React js with API Integration and CSS styling.
- Working with the team to conduct usability studies, implement accessibility features based on personas, manage the project through GitHub, and complete sprints.

Audience Reviews Sentiment Analysis, *Data Science Challenge*

Aug 2025 – Sep 2025

- Scraped 1,000+ film reviews using Selenium + BeautifulSoup, cleaning and structuring data for analysis.
- Performed sentiment analysis and built visualizations with pandas, nltk, matplotlib, highlighting platform-specific trends.
- Delivered insights through a video presentation discussing nostalgia-driven engagement patterns.

Annotatify, *Solo Passion Project*

Dec 2024

- Developed a full-stack site for users to annotate songs in their playlists, addressing a gap in Spotify's playlist-curating and collaboration features.
- Utilized Spotify's Web API to fetch, display, and handle/save user data; built using JavaScript/HTML/CSS.

Kinect – Winner for Best UI/UX, *TAMU Ideathon*

Nov 2025

- Built a kid-safe creativity app prototype in under 24 hours with a team, promoting hands-on learning and global sharing.
- Conducted parent interviews, drafted wireframes, and created a high-fidelity Figma prototype.
- Presented via a video pitch; awarded Best UI/UX out of 21 teams.

CERTIFICATES

Google UX Design Professional Certificate, *Google* | **Machine Learning Certification**, *Stanford, DeepLearning.AI*