

# ZAYNA SAYYED

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## 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

**Tools & Tech:** Figma, Adobe Creative Suite, Git/GitHub, VS Code, Python, C++, Java, HTML, CSS, JavaScript

**Competencies:** UI/UX, Programming, Web Development, Data Visualization/Analysis, Prototyping, Prompt Engineering

## 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 in the transition to college.

## PROJECTS

**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.

**Mind Splurge**, *Google UX Project*

Jun 2025 – Aug 2025

- Led end-to-end UX design for a California-based art museum website, from user research and wireframing to high-fidelity prototyping in Figma.
- Designed an intuitive navigation system and a streamlined ticket-booking flow, improving clarity and accessibility for diverse visitors.

**Audience Reviews Sentiment Analysis**, *Data Science Challenge*

Aug 2025 – Sep 2025

- Scraped 1000+ audience reviews for a romcom on Rotten Tomatoes and Letterboxd using Selenium and BeautifulSoup.
- Performed sentiment analysis; built plots and word clouds with nltk and matplotlib to visualize audience attitudes.
- Presented results through a video, highlighting the Letterboxd Effect and the rise of nostalgia-driven engagement trends.

**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.

## CERTIFICATES

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