SHAFIQAH ZULFIKAR

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Hands on

Journey Mapping

User Experience Designer

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shafiqah.zulfikar@gmail.com <u>shafiqah.studio</u> 857.259.9800 Work Authorization - US Citizen EDUCATION

MAY 2023 Carnegie Mellon University | Pittsburgh, USA.

AUG 2022 Master of Professional Studies Design for Interactions

JULY 2021 National Institute of

Bangalore, India.

AUG 2017 Fashion Technology Bachelor of Design Major : Product Design

Major : Product Design Minor : Communication Design

EXPERIENCE

PRESENT Carnegie Mellon University Pittsburgh, USA. AUG 2022 Teaching Assistant

Aided 73 undergraduates in their academic progress and graded assignments for the subjects: 'Human Experience in Design' & 'Design for Futures'.

JUNE 2022 **flStudioz Hyderabad, India.** MAY 2021 **UX Designer**

Lead designer for Deutsche Telekom (T- Mobile) worldwide internal customer experience management tool used by around 2000+ employees used on a regular basis to gather data on their product performance and analytics. Extensively worked on design thinking, wireframing, data visualization, visual design and usability testing causing a direct increase in use of the tool by 65%

APR 2021 **f1Studioz Hyderabad, India.** NOV 2020 **UX Intern**

Worked on 7 US based client facing projects involving user research, storyboarding, brand identity analysis, information architecture building, journey mapping, wire framing and data visualization.

MAR 2020 Houzeome Interior | Bangalore, India. JAN 2020 Product Design Intern

Conceptualized, ideated and built a range of 4 living room space decor after intensive user research. Built 3D prototypes of lighting systems which was included in the company's quarter year design showcase.

DEC 2019 Beatnik Bangalore, India. NOV 2019 Freelancer

Developed a customer facing website after conducting thorough user research (15+ user interviews and usability tests) which targeted at strengthening the connect amongst the performing arts community.

JAN 2020 Anecom Technolgies Bangalore, India. OCT 2019 Freelancer

Worked on understanding the pain points prevalent in the current application and further redesigned the user flows and navigation to make it more intuitive and accessible.

SKILLS

Tools

Figma Sketch Photoshop InDesign AutoCAD Illustrator Premiere Pro Fusion 360 After Effects HTML & CSS

Generative Research Design Thinking & Strategy Digital + Physical Prototyping Wireframing Storyboarding System Mapping Augmented + Virtual Reality Usability Testing Visual Design

ACHIEVEMENTS

Gold Medal - Meritorious Student Award Convocation 2021 in undergrad

Most Commercially Viable Design Award Graduation Project 2021

CERTIFICATIONS

Springboard career track

Achieved distinction (above 90%) in UI/UX 9 months career bootcamp

Interaction Design Foundation

Design Thinking : Beginners guide User Experience : Beginners guide Mobile User Experience Design Accessibility : How to Design for all User Research : Methods Human Computer Interaction Emotional Design