

KOMAL HIRANI

UX and Interaction Designer

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komalhirani.com

EDUCATION

M.S. Human-Computer Interaction

Georgia Institute of Technology

August 2018 - May 2020

GPA: 4.00

B.S. Computer Science, High Honors

Georgia Institute of Technology

August 2014 - May 2018

Concentration: HCI and Media

SKILLS

UX Design

Interaction Design

UI Design

Graphic Design

Visual Design

Qualitative Research

Design Thinking

Design Systems

METHODS

Sketching

Wireframing

Interactive Prototyping

Brainstorming

Storyboarding

Usability Testing

User Personas

User Journey Maps

Interviews

Observations

Affinity Diagrams

User Scenarios

TOOLS

Figma

Sketch

Axure RP 8/9

InVision

Adobe Illustrator

Adobe XD

Adobe Photoshop

HTML/CSS

Javascript

Unity

ACHIEVEMENTS

Convergence Innovation Competition

Winner, Active Aging Category | Nov 2018

Using a user-centered design process, I designed and prototyped Stumble, an Android and smartwatch application for elderly adults who fall frequently in their homes to get the help that they need in a timely manner.

EXPERIENCE

UX Architect and Design Intern, TSYS - Global Payments

Atlanta, GA | June 2019 - August 2019

Re-designed, prototyped, and tested various features of a web configurations platform used by call-center agents.

Designed navigational elements and interaction flows for the FVP (future viable prototype) web platforms used by call-center agents and card issuers.

Graduate Teaching Assistant - Mobile UX, Georgia Tech

Atlanta, GA | January 2019 - December 2019

Provided guidance to students on how to apply a user-centered design process when creating mobile applications.

UX Designer and Researcher, Focus Brands & Georgia Tech

Atlanta, GA | September 2018 - December 2018

Redesigned and evaluated a web food e-commerce platform for a restaurant franchise using user-centered design process and WCAG guidelines to ensure that the product accessible and inclusive.

UX Designer, Georgia Tech

Atlanta, GA | January 2018 - May 2018

Designed an iOS game in Sketch, using a user-centered design process, that leverages augmented reality in order to educate children with asthma on common triggers of asthma and how to avoid them.

iOS Development & UI Design Intern, Ingenious Med

Atlanta, GA | May 2017 - August 2017

Designed and implemented UI updates to the company's iOS application.

Designed and prototyped an iOS feature that allows users to scan and extract data from a patient's information sheet.

VOLUNTEER WORK

Lead Designer, Ismaili Council: Communications and Publications - Pod Arcadia

Chicago, IL | June 2020 - Present

Design advertising materials for various events involving healthcare, education, and social welfare hosted by the Ismaili Muslim community in the United States.

Graphic Designer, Ismaili Council: Communications and Publications - Southeast Region

Atlanta, GA & Chicago, IL | Sep 2019 - Present

Design advertising materials for various events hosted by the Ismaili Muslim community within the Southeast Region of the United States.